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Table 1. *Summary of the results of the 1999 survey of the prevalence of *Salmonella* in the faeces of cattle, sheep and horses in the north of Scotland*

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Figure 1. Schematic diagram of the experimental setup.

THE FUTURE OF THE FARM AND AGRICULTURE

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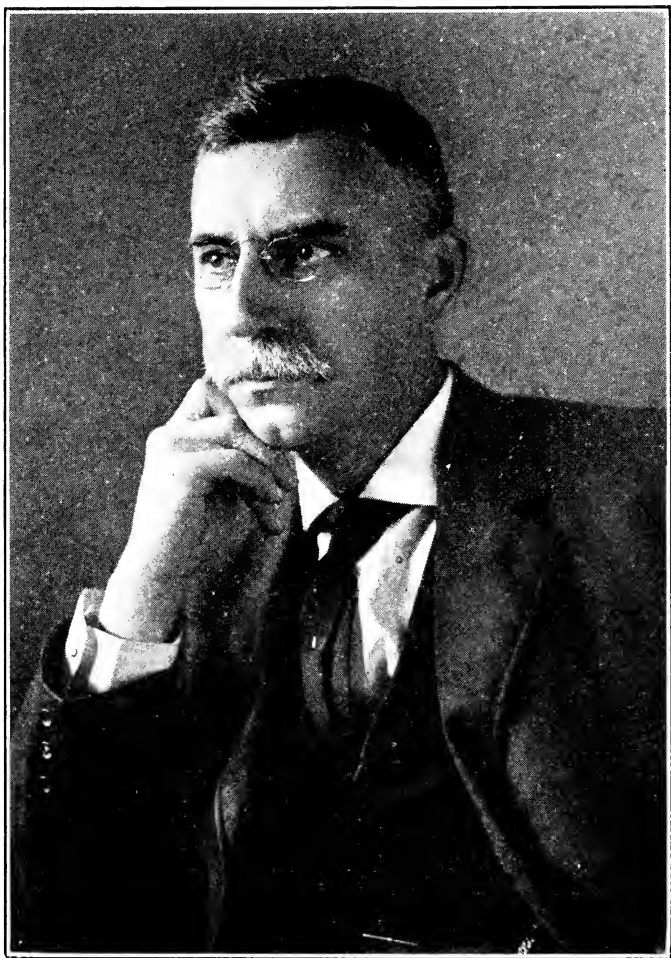
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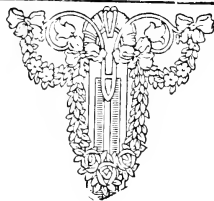


ELMER E. DUNGAN,
Philadelphia, Pa.,
President National Bowling Association.

Ellis, Photo.

SPALDING "RED COVER" SERIES OF
ATHLETIC HANDBOOKS
No. 49R

HOW TO BOWL



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HISTORY OF THE SPORT

Bowling seems to have originated early in the Middle Ages. It was at that time a purely outdoor game, as was the rule with everything of that period. The sport was known by a variety of names. It was called "bowles," French "boules" and "careau." These three names seem to have been the most common, but there are others, quite a number purely local. As played at that time, the game was very different from the present sport, but there was much similarity. The game was played with sides or teams, as to-day. The balls, or bowles, were made of stone, one half spherical, the other half oval shaped. This gave the ball a curve, which appears to have been desirable as it sped down the bowling green. At each end was placed a cone, which was the mark for the bowlers. The cones were bowled from one end of the rink and then from the other. As in the game of quoits, or "horseshoes," the object of the game was for one side to place their ball nearer the cone than their adversaries. The side bowling last would, of course, try to knock the opponents' ball away from the cone, supplanting it with their own, the one nearest the cone scoring a point for his side. Skill was required to bowl in such a way as to curve around an opponent's bowl so as to get nearer the cone, without knocking the other ball closer. Later, the stone bowl was supplanted by one made of lignum vitæ. The latter was made perfectly spherical. The outside of the tree being lighter than the heart naturally gave the ball the desired bias, though often one side of the ball was loaded with lead to obtain the desired effect. The cones were finally done away with, and superseded by a stone or earthen ball about three and a half inches in diameter and known as a "jack." Instead of having a stationary mark at which to bowl, the jack was knocked all over the green, while strategy and skill were required to play a good game.

The bowling green of that period was one of the most cared for spots about a village or an estate. A plot of ground as level as it was possible to find was picked out for it. Draining was the first process in the making. This was done in such a thorough manner that even the hardest rains would not soak the ground and put it in a muddy condition. After draining properly, it was rolled, the grass kept cut to the proper length, and, by the most assiduous care, this spot would be made as hard and level as a table. The size of the plot was usually about 90 x 150 feet, surrounded by a ditch or gutter four or five inches deep. During the reign of Queen Anne and the first three Georges, a bowling green was as popular and necessary an adjunct to a gentleman's country seat as a billiard table is to-day. Usually this spot of ground was surrounded by evergreens, which kept the grass from being scorched by the burning rays of the sun, as well as protecting the spectators and players. In many places this formed one of the most picturesque spots about a well-kept park or garden, though very frequently it was situated in close proximity to the dining room, from which it could be reached by a flight of stairs leading from a glass door or bay window. As an after dinner sport of our burly British and Dutch ancestors, it was very popular, aiding in the digestion of their heavy meals of that time, consisting principally of beef and pudding lubricated with heavy ale and potent punch.

The game was first introduced into America early in the eighteenth century, and possibly the latter part of the seventeenth. It seems to have been very popular in New York early in the eighteenth century. An old map of that city, of the date 1728, shows a bowling green on the north side of the public garden situated near the King's farm near the foot of Murray and Warren Streets. Also in 1732 the locality called Bowling Green, at the foot of Broadway, and known by the same name at the present day, was leased from the city government and laid out as a public bowling green. From the time that the sport was introduced into America it has really never died out, though the outdoor game has long since given way to the indoor game.

As an outdoor sport, the game originated from several games, cayles, French quilles, skittles, loggetts and skayles being the most prominent. In cayles and loggetts, conical shaped pins made of bones were set up in rows of six or eight and the players tried to knock them down by hurling clubs af "sheepe's joynts" at them. Knocking the pins down by bowling a ball at them came at a later period. In the game of carreau, the players bowled at a fixed mark, which in skayles, cloysh, French quilles, cloddynge, kittles, skittles, Dutch pins, four corners, half bowl rolly polly, nine pins, the marks bowled at were pins similar to those of the present day, and bowled at with a ball. The games were immensely popular for a long time, until some laws were passed prohibiting nine pins and similar games. For a while this stopped the game, but it did not die out. The objectionable features were cut out, and instead of nine pins, set up in a diamond frame, ten pins were set up in a triangular frame.

The first mention of a game being played indoors, on a covered alley is found in William Fitz-Stephens' Survey of London about the twelfth century. The first record of a match game played indoors in America was a game played on the Knickerbocker alleys in New York City on January 1, 1840. Since that time the game has continued to grow in popular favor.

Until 1875, when clubs became very numerous, there was much diversity as to the length of the alleys and the size of the pins and balls as no standard had ever been adopted. Before that time, the pins used were larger and heavier than the ones used now, and it was a much easier matter to knock all the pins down by hitting one or two, making the score of 300 the limit. In 1875 a large number of bowlers, representing a few Eastern cities, held a meeting and adopted rules and regulations which at that time answered the purpose. For the next ten or fifteen years, or up to 1890, bowling was a sort of "go-as-you-please" game. In the East they played under the rules of the National Bowling League, while in the West, where a sudden boom started, any rule went. Under these conditions, the boom west of the Alleghenies lived but a few years. In 1895, or with

the birth of the American Bowling Congress, which at once wiped out the old rules, and substituted new ones, which brought the playing of the game down to a somewhat scientific order, things began to wake up again, and the bowler from that day to this has been looked upon as an important factor, not only in sporting circles, but in social circles as well.

HISTORY OF THE NATIONAL BOWLING ASSOCIATION

The National Bowling Association is the outcome of the desire of the bowlers in the East to have, once in a while, a big contest of their own. The parent body from which it sprung did not see fit to come East with the tournament, and it was on Thursday, March 29, 1906, that a handful of men gathered in the offices of William Cordes, in Brooklyn, to discuss the advisability of establishing a new association which would be entirely national in scope. The project met with instant favor, and a temporary organization was formed, with Dr. W. A. Griffith, of Brooklyn, in the chair, and the following present: Philadelphia—M. J. Costa, Harry Mills; New York City—J. E. Hardenbergh, Louis Stein, M. C. Wyman; Newark—Stephen Sturr, J. P. Norton; Brooklyn—Herman Ehler, William Cordes, H. G. McNomee, L. F. Wooster, Frank De Mott, J. H. Heissenbittel, J. B. Quinche, W. H. Irvine, Bernard J. York, J. G. Ketcham and W. A. Griffith.

Committees were appointed to communicate with different cities in the East and secure their co-operation. On Thursday, April 13, 1906, the National Bowling Association of America was formed with officers and delegates as follows: President, F. M. Clute, of New York City; first vice-president, J. E. Hardenbergh, of New York City; second vice-president, G. S. Livingston, of Washington, D. C.; secretary, P. C. Pulver, of Newark, N. J.; treasurer, Elmer E. Dungan, of Philadelphia, Pa.

Delegates—Philadelphia, Pa., M. J. Costa; Newark, N. J., Lee R. Johns, J. P. Norton; New York City, J. W. Hardenbergh; Brooklyn, Herman Ehler, William Cordes, B. J. York; Washington, D. C., G. S. Livingston, D. J. O'Donnell; New Brunswick, N. J., L. C. Stevens, C. Greenwald; Paterson, N. J., A. L. Drew, J. Grady, Ralph Baer; Baltimore, Md., C. S. Bradley, W. E. Morgan.

Thus permanently established, a meeting was held on June 13 of the same year and the first tournament awarded to Philadelphia. On September 16, permission was granted to the Philadelphia City Bowling Association to hold the event at Atlantic City, N. J., for two weeks, beginning on March 25, 1907.

That the success of this new association was assured was evidenced by the hearty response of those to whom invitation was issued to enter the tournament. The figures below show the gratifying result of an infant effort:

One hundred and twenty-five five-men teams, 45 prizes awarded; 260 two-men teams, 91 prizes awarded; 480 individuals, 162 prizes awarded.

At the annual meeting, held during the tournament, the officers then in control were re-elected with the following changes: First vice-president, John G. Floss, Buffalo; second vice-president, James H. Pennington, Wilmington, and the following Board of Governors: John J. Grady, William Cordes, William Kirk, Harry Mills, L. C. Stevens, L. R. Johns, W. E. Ford, C. S. Bradley, J. E. Hardenbergh and John Clingen.

The tournament of 1908 was awarded to Rochester, N. Y., and this occurred on March 2 of that year. The prizes exceeded slightly those of 1907, the sum of \$7,033.75 being divided among 106 five-men teams, 274 two-men teams, and 577 individuals. It will be seen by this statement that the association had more than held its own, and when it was announced in the convention that New York wanted the tournament of 1909 the enthusiasm was general.

To New York was awarded the prize and the following officers were elected: President, John J. Clingen, of New York; first vice-president, John G. Floss, of Buffalo; second vice-president, J. H. Pennington, of Wilmington (G. H. Pryor, of Baltimore, Md., successor); secretary, L. C. Stevens, of New Brunswick, N. J.; treasurer, E. E. Dungan, of Philadelphia, Pa.

Board of Governors: William Cordes, J. J. Grady, William Kirk, Charles Cohn, J. E. Hardenbergh, Lee Johns, M. W. Gage, John Price, Emanuel Goldstein, Charles Hetzel, E. J. Kennedy, Thomas J. Ryan, Jack George, William Mulford, John Keeler.

The 1909 tournament was held in Madison Square Garden, New York, and eclipsed all former tournaments of the N. B. A. It was held from May 24 to June 12. A new record was set for entries with 308 five-men teams, 700 two-men teams and 1420 individuals. In addition 50 five-men teams rolled in a fraternal tournament. This was a big increase for the Association and marked a stepping stone.

At New York the following officers were elected: President, John J. Clingen, New York; first vice-president, John G. Floss, Buffalo; second vice-president, George H. Pryor, Baltimore; treasurer, Elmer E. Dungan, Philadelphia; secretary, Lester C. Stevens, New Brunswick, N. J.

Board of Governors: J. E. Hardenbergh, John J. Grady, William Cordes, Major M. W. Gage, Lee R. Johns, Charles P. Cohn, E. W. Pierson, E. J. Kennedy, A. Danahy, H. J. Bergman, William Kirk, William B. Mulford, J. H. Price, J. A. Hazelton and C. J. Hetzel.

The 1910 tournament was awarded to Baltimore, and while the list of entries was not as large as had been expected, the tournament was a success in every way. It was held in The Garage, from April 14 to April 30.

At Baltimore the following officers were elected: President, William Kirk, Wilmington; first vice-president, John G. Floss, Buffalo; second vice-president, Joseph Thum, New York; treasurer, Elmer E. Dungan, Philadelphia, and secretary, Frank D. Woodworth, Brooklyn.

Board of Governors: J. E. Hardenbergh, C. A. Parker, John J. Grady, William Cordes, F. J. Maier, W. H. Richards, Charles P. Cohn, E. W. Pierson, R. E. Krause, A. Danahy, H. J. Bergman, James E. Field, C. L. Mulford, J. H. Price, William Sweiger and Frederic Howard.

The 1911 tournament went to Buffalo and was held February 25 to March 18. Here all records for entries were broken, and it was the most successful in the history of the Association. The entries were more than 350 five-men teams, more than 715 two-men teams and more than 1451 individuals.

At Buffalo the following officers were elected: President, Will-

iam Kirk, Wilmington; first vice-president, Joseph Thum, New York; second vice-president, J. A. Hazelton, Baltimore; treasurer, Elmer E. Dungan, Philadelphia; secretary, Frank D. Woodworth, Brooklyn.

Board of Governors: H. J. Bergman, Charles P. Cohn, William Cordes, A. H. Danahy, A. E. Goodwin, John J. Grady, R. E. Krause, F. J. Maier, W. B. Mulford, C. A. Parker, E. W. Pier-son, J. H. Price, C. W. Rudyard, W. R. Stevenson, Dr. F. N. Tate (John J. Fitzgerald replaced A. H. Danahy).

The 1912 tournament was held in Paterson from March 9 to 30, 1912. It was a success in every way. While the entries did not equal those at Buffalo, the scores were exceptionally high and three new world's records were established. In the five-men the Grand Centrals, of Rochester, rolled 2,997; the Spacke Machine Co., of Indianapolis, rolled 1,069 for one game in the five-men, and Mortimer Lindsey, of New Haven, rolled 2,031 (average 225.6) for nine games.

The 1913 tournament was held in Rochester, N. Y., from April 5th to 22nd. Several reasons contributed to a smaller entry than usual, but the tournament proved a big success, financially and otherwise; \$8,012.00 was distributed among 132 five-men teams, 333 two-men teams and 677 individuals. One world's record was made, George Kumpf, of Buffalo, N. Y., rolling a total of 712 in the individual event.

In 1914 the tournament was run off at Atlantic City, April 10 to 27, and was a huge competitive success. A world's record of 3,035 was established in the five-men by the Genesee team of Rochester.

CONSTITUTION OF THE NATIONAL BOWLING ASSOCIATION

ARTICLE I.

NAME.

This Association shall be known as the National Bowling Association.

ARTICLE II.

OBJECTS.

The objects of this Association shall be as follows:

(1) To encourage, improve and promote the game of ten pins and such other bowling games as this Association may adopt from time to time.

(2) To provide uniform playing rules and regulations for the government of all such bowling games.

(3) To hold, conduct and manage national bowling tournaments annually, or more often if deemed advisable, and to fix the qualifications of bowlers, clubs and organizations participating therein.

(4) To encourage social intercourse and good-fellowship among its members.

ARTICLE III.

MEMBERSHIP.

SECTION 1. Membership in this Association shall be limited to two classes, Individual and District Associations.

SEC. 2. A District Association shall consist of at least twenty individuals in any city, county or district.

SEC. 3. Individual membership shall be limited to localities in which there is no District Association.

SEC. 4. A District Association shall not be eligible to membership from any locality in which there may then be a District Association which is a member of this body.

SEC. 5. All applications for membership must be made to the Secretary upon such forms as may be adopted by this Associa-

tion from time to time, and be accompanied by the current year's dues.

SEC. 6. Election to membership shall be by vote of the Board of Governors. An applicant receiving a majority of the vote cast shall be declared elected.

SEC. 7. An individual residing in a city, town or country, where there is no District Association, shall be eligible to participate in the individual and two-men events in the tournaments of this Association (or any five-men team organized as provided for in playing rule 42), upon payment of an annual registration fee of one dollar and the approval of his application by the Board of Governors.

ARTICLE IV.

REPRESENTATION.

SECTION 1. Representation at meetings of delegates of this Association shall be by District Associations only. A District Association shall be entitled to one delegate for the first twenty individual members registered and in good standing, and one delegate for each additional thirty-five registered. District Associations shall, consistent with the rules of this Association, have duly elected officers, rules of government, and shall conduct at least one tournament annually.

SEC. 2. At the time of the election of delegates by a District Association there shall also be elected by it an equal number of alternates, who shall assume all the powers and rights of the delegates in the latter's absence.

SEC. 3. Delegates and alternates shall be elected by each District Association and shall hold office until after the ensuing annual meeting of this Association, and until their successors have been elected and qualified; the President of each District Association shall be a delegate-at-large to all meetings of this Association.

SEC. 4. Past Presidents, the Officers and the members of the Board of Governors then holding office shall be delegates-at-large to all meetings of this Association.

ARTICLE V.

OFFICERS.

SECTION 1. The officers of this Association shall be a President, First Vice-President, Second Vice-President, Secretary and Treasurer, who with the Past Presidents of the Association and TWENTY others to be duly elected from the delegates, shall constitute the Board of Governors. The Board of Governors shall have charge of the business affairs of this Association. All of these officers, except Past Presidents, must be MEMBERS OF organizations duly elected to membership in this Association at least thirty days prior to its annual meeting.

SEC. 2. Such officers and governors (except Past Presidents) shall be elected by ballot at the annual meeting of this Association and shall hold their respective offices for one year, and until the election of their successors.

SEC. 3. Any candidate receiving a plurality of all votes cast shall be declared elected.

SEC. 4. Any vacancy among the officers or in the Board of Governors occurring during the year shall be filled by the remaining members of the Board of Governors.

ARTICLE VI.

MEETINGS.

SECTION 1. The annual meeting of this Association shall be held at the time and place of the annual tournament.

SEC. 2. At such meeting the place of the next annual tournament may be selected, but such selection shall not be final until investigated and approved by the Board of Governors, who shall have power to choose another place, if deemed advisable.

SEC. 3. Special meetings of the delegates may be called at any time by the Board of Governors and must be called by the President or Secretary upon a written request therefor signed by one-third of the delegates in good standing at the last preceding annual meeting.

SEC. 4. Notices of special meetings of delegates must state the time and place of such meeting and the object thereof, and

must be mailed by the District Association to each and every delegate in good standing at least ten days prior to the date of such meeting. No business other than that specified in the notice of such meeting shall be transacted thereat.

SEC. 5. The Board of Governors may hold meetings whenever it is deemed necessary.

SEC. 6. At the annual or special meeting of delegates no delegate shall be permitted to speak more than twice on the same subject, nor more than five minutes at one time without the unanimous consent of the delegates present.

SEC. 7. Notices of all meetings of delegates shall be mailed by the Secretary of this Association to the President and Secretary of each District Association at least twenty days prior to such meeting.

ARTICLE VII.

QUORUM.

SECTION 1. A majority of the Board of Governors shall constitute a quorum for the transaction of business.

SEC. 2. Forty delegates in good standing shall constitute a quorum for the transaction of business at annual or special meetings of the delegates of this Association, provided that not less than five District Associations and provided that not less than ten members of the Board of Governors be present thereat.

SEC. 3. If there be no quorum at any annual or special meeting of delegates the Board of Governors shall fix another place and time for such meeting, not earlier than fifteen days thereafter.

ARTICLE VIII.

TOURNAMENTS.

SECTION 1. No club or individual shall be permitted to participate in the tournaments of this Association, unless duly registered with the Secretary of the Association at least ten days prior to the date of such tournament.

ARTICLE IX.

DUES.

SECTION 1. The annual dues of this Association shall be as follows:

(a) Individual membership as defined in Article III., Section 3, shall be one dollar per person per annum, payable direct to the Secretary of this Association.

(b) District Association membership shall be \$5.00 per annum, where the membership does not exceed twenty registered individuals. For each additional individual registered member of the District Association, it shall be at the rate of twenty-five cents per annum, payable to the Association.

SEC. 2. All dues are payable on October 1st of each year, to the Secretary of the Association, as prescribed above.

ARTICLE X.

DUTIES OF OFFICERS.

SECTION 1. The President of this Association shall preside at all meetings. He shall be Chairman of the Board of Governors. He shall appoint all committees not otherwise provided for. He shall not vote at the annual or special meetings of this Association when in the chair, except in case of a tie vote or at an election, but shall have a vote as a member of the Board of Governors.

SEC. 2. The First Vice-President shall assume all the duties of the President in the latter's absence.

SEC. 3. The Second Vice-President shall assume all the duties of the President in the absence of the President and First Vice-President.

SEC. 4. The Secretary shall conduct all official correspondence of this Association, keep a record of all its meetings and the meetings of the Board of Governors; he shall issue notices of all meetings as prescribed in this Constitution, notify all candidates of their election to membership and perform such other duties as may be assigned to him by this Constitution, by the Association or by the Board of Governors. He shall collect all

dues and promptly turn over same to the Treasurer. For these services he shall receive such compensation as shall be awarded him by the Board of Governors.

SEC. 5. The Treasurer shall keep the accounts of this Association and receive and take charge of all the Association moneys. He shall pay all bills approved by the Board of Governors or delegates and preserve proper vouchers for all payments; he shall at each meeting of the Board of Governors and of the Association make a statement of the financial condition of this Association, and his books shall be audited by the Board of Governors every three months. He shall at the annual meeting of the Association submit a detailed report, approved by the Board of Governors, upon the financial transactions of the Association for the preceding fiscal year; he shall keep a bank account in the name of the Association in some banking institution to be approved by the Board of Governors, and shall, with the President, sign all checks in the name of the Association. He shall also perform such other duties as may be assigned to him by this constitution, by the Association, or by the Board of Governors. He shall give a bond to the President in such sum as shall be directed by the Board of Governors.

SEC. 6. The Board of Governors shall be entrusted with the management of the Association and shall constitute its membership committee. They should hold meetings as herein provided and shall have power to make rules for their own government not conflicting with the Constitution of this Association. They shall fill any vacancy in any office by a majority vote, the person so elected to hold office until the next annual meeting. They shall audit the Treasurer's books as hereinbefore provided. They shall make the rules for the conduct of all national tournaments. They shall provide uniform playing rules for the government of all bowling games held under the auspices of its members. They shall make purchases and contracts for this Association, but they shall have no power unless specially authorized to render this Association liable for any debt beyond the sum of (\$50.00) fifty dollars "excepting as provided for in Section 7 of Article X." They shall have power to call special meetings of the Associa-

tion to consider specific subjects. They shall refer all charges that may come before their notice to the District Association in the district from which such charges originated. In case there is no District Association located in said district the Board shall investigate such charges and their decision in respect thereto shall be final. They shall render a full report of their proceedings at the annual meetings of this Association. Any member of the Board of Governors who shall absent himself from three consecutive meetings of such board, unless he shall previously have obtained permission so to do or shall present at the next meeting a satisfactory excuse for his absence, shall be considered to have resigned his office.

SEC. 7. The Board of Governors may employ a suitable person to act for the Association in the dual capacity of Tournament Manager and District Membership Organizer. They shall define his duties, regulate his pay, direct his work and be the sole judge of his employment or a continuation thereof.

ARTICLE XI.

DUTIES OF DELEGATES.

SECTION 1. It shall be the duty of every delegate during his term of office to take cognizance of and prevent any infraction of the laws and rules of this Association.

SEC. 2. Delegates shall present at the annual meetings of this Association detailed reports of the tournaments held under the auspices of the District Association in the district from which they are delegates.

SEC. 3. They shall mail or cause to be mailed, to the Secretary of this Association, a printed schedule of each and every tournament held in their district directly after or before such tournament commences.

ARTICLE XII.

REPORTS OF COMMITTEES.

SECTION 1. All reports of Committees of this Association,

whether appointed by the Delegates or by the Board of Governors, must be submitted in writing.

ARTICLE XIII.

ORDER OF BUSINESS.

SECTION 1. The order of business at the annual meeting shall be:

1. Roll call.
2. Reading of minutes.
3. Report of Board of Governors.
4. Reports of officers.
5. Reports of committees and communications.
6. Nomination and election of officers.
7. Unfinished business.
8. New business.
9. Adjournment.

ARTICLE XIV.

AMENDMENTS.

SECTION 1. This constitution may be amended by a two-thirds vote of the delegates present at any annual meeting or at any special meeting of the delegates called for that purpose, provided that a notice stating the article or articles to be amended, and in general terms the nature of the proposed amendment, shall be signed by three delegates in good standing and shall be filed with the Secretary of the Association at least thirty days prior to the meeting at which action thereon is to be taken; and the Secretary shall mail a copy thereof to the President and Secretary of each District Association at least twenty days prior to the said meeting, and the meeting shall not have power to amend any article not specified in the notice, but as to the article or articles so specified, the meeting shall have full power and shall not be restricted to the proposed changes as set forth in the notice.

SEC. 2. This constitution may be amended by a three-quarters vote of the Board of Governors present at any meeting, provided a notice of the proposed amendment shall have been mailed to

each member of the Board of Governors at least ten days prior to said meeting. Notice of such proposed amendment shall then be forwarded by the Secretary through registered mail to the president and corresponding secretary of each District Association. If, after two weeks from date of mailing the secretary of this Association shall not have received notice of more than one-third negative votes thereon, such amendment shall be in full force and effect.

RULES AND DIRECTIONS OF THE NATIONAL BOWLING ASSOCIATION

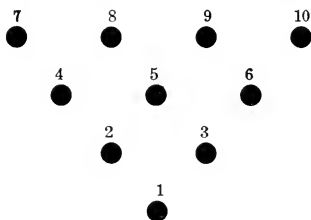
All games of American Ten Pins held under the auspices of this Association or its members must be played and conducted in strict compliance with the following rules and directions:

RULE I.

The alleys upon which the game shall be played shall be not less than 41 nor more than 42 inches in width. The length from the center of No. 1 pin spot to the foul line shall be 60 feet. Back of the foul line there shall be a clear run of not less than 15 feet. The pin spots shall be $2\frac{1}{4}$ inches in diameter, clearly and distinctly marked on or imbedded in the alleys, and shall be 12 inches apart from center to center. The pin spots Nos. 7, 8, 9 and 10 shall be placed three inches from the edge of the alley pit, measuring from the edge to the center of each pin spot.

RULE II.

The pins shall be spotted on the pin spots placed upon the alleys according to the following diagram, and the pins and spots shall be known and designated by their numbers as follows:



RULE III.

Gutters shall be from $8\frac{3}{4}$ to 9 inches in width and shall begin at the foul line on both sides of the alleys and extend parallel

therewith and shall be of square bottoms from the point opposite No. 1 pin spot, from which point they shall gradually decline, so that the decline at the pit shall be $3\frac{1}{2}$ inches below the alley surface.

RULE IV.

The pit (measuring from the top of the pit mat to the alley surface) shall not be less than 10 inches in depth nor $2\frac{1}{2}$ feet in width, measuring from the alley edge to the surface of the rear swinging cushion.

RULE V.

The side and center partitions shall be 2 feet above the alley surface and shall extend from a point opposite No. 1 pin spot to the rear cushion wall. The side partition shall be so placed that the surface thereof facing the alleys shall be 12 inches from the center of the nearest corner pin spot.

RULE VI.

The rear swinging cushion shall be covered with a material of dark color and constructed to prevent the pins striking thereon from rebounding on the alleys.

RULE VII.

The foul line shall be no more than 1 inch in width and shall be distinctly marked or inlaid, and wherever possible shall extend from the alley surface to and upon the side walls.

RULE VIII.

The pins shall be of the following design and measurements: Fifteen inches in height; $2\frac{1}{4}$ inches in diameter at their base, 15 inches in circumference at a point $4\frac{1}{2}$ inches from their base, $11\frac{5}{8}$ inches in circumference at a point $7\frac{1}{4}$ inches from their base, $5\frac{1}{4}$ inches in circumference at the neck, a point 10 inches from the base; 8 inches in circumference at the head, a point $13\frac{1}{2}$ inches from the base. The taper from point to point shall be gradual, so that all lines shall have a graceful curve.

RULE IX.

Sets of pins shall be of clear, hard maple, and of uniform weight, as near as possible, of not less than three pounds nor more than three pounds six ounces, provided, however, that it shall be a violation of this rule to use any pin or pins whose natural weight is in any manner increased or diminished except by ordinary wear or tear. Each set of pins must be as near uniform as possible within the weights specified.

RULE X.

The ball shall not exceed twenty-seven inches in circumference, nor exceed sixteen pounds in weight, and the weight shall be so distributed that at no point on the surface shall the weight effect exceed two ounces of the point directly opposite.

RULE XI.

Alley proprietors must provide a scale and ring for the purpose of weighing or measuring any ball which may be subject of investigation as to proper weight or size.

RULE XII.

In all team games there shall be an equal number of players on each team, and the full team shall appear for play at least fifteen minutes before play is called. Before the game is begun, the captains shall enter the names of the players in the official score books. The team captain may substitute a player at any time after play has begun, provided the substitute is a properly registered member in good standing. A removed player cannot again compete in the same game, but may be reinstated after the conclusion thereof.

RULE XIII.

Two adjoining alleys shall be used in all tournament games and shall be used alternately by each team in regular order after each frame.

RULE XIV.

Foul Ball—A ball shall be considered foul when a player in delivering the ball permits any part of his foot while at rest to extend on, over or beyond the foul line, or permits any part of his person to come in contact with any part of the alleys beyond the foul line or the extension thereof (provided for in rule No. 7), at any time before the delivered ball shall have reached the pins, and must immediately be declared so by the umpire.

RULE XV.

A foul ball shall count as a ball rolled, but no credit shall be given for any pins displaced or knocked down thereby. Such pins shall be respotted at once.

RULE XVI.

A ball leaving the alley before reaching the pins, or rebounding from the rear cushion, shall be considered as a ball rolled, and pins which are displaced or knocked down thereby shall be respotted at once. Pins which are knocked down by rebounding pins after a fair ball has been delivered shall be counted as pins down.

RULE XVII.

Every ball delivered, unless it be declared a dead ball by the umpire, shall be counted against the player.

RULE XVIII.

Dead Ball—A ball shall be declared dead:

- (A) When a player rolls on the wrong alley;
- (B) When a player rolls out of his turn;
- (C) When a player is interfered with in his play;
- (D) When the pins are displaced or knocked down in any manner prior to the ball reaching the pins;
- (E) When a ball comes in contact with any foreign obstacle on the alleys.

RULE XIX.

Dead wood are pins which remain on the alley or in the gutters after a fair delivered ball, and shall be removed before the next ball is rolled. Should a pin fall by reason of such removal, such pin shall be respotted at once.

RULE XX.

Damaged or broken pins shall be replaced by others as nearly uniform as possible with those in use. The umpire in all such cases shall be the sole judge.

RULE XXI.

Private bowling balls may be used only with the sanction of the owner.

RULE XXII.

Every player shall roll two balls in each frame, except when a strike is made or a second strike or spare is made in the tenth frame, in which case the player shall complete that frame by rolling a third ball. In such cases the frame shall be completed on the alley on which the first strike or spare is made.

RULE XXIII.

When all the pins are bowled down by the first ball in any frame, it shall be considered a strike and credited and designated in the score by an X. The count in that frame is left open until the player shall have rolled his next two balls, when all pins made shall be credited in the frame in which the first strike was made.

RULE XXIV.

When two balls are required to bowl down all the pins, it shall be considered a spare and credited and designated in the score by a small line (X). The count in that frame is left open until the player shall have rolled his next ball, when the number of pins bowled down thereby shall be added to the ten represented by his spare.

RULE XXV.

Should the player fail to make a strike or a spare, it shall be considered a break, and in such cases, only the number of pins bowled down are credited.

RULE XXVI.

Should the score be tied at the end of the tenth frame, play shall continue by the competitors on the identical alley on which the tenth frame was played until one score exceeds the other at the close of even frames.

RULE XXVII.

The captains of all teams, prior to the commencement of all regularly scheduled games, shall satisfy themselves as to the eligibility of the players, as written in the score book. They shall then select an umpire, and after the umpire is selected, no change shall be made during the game, except in case of illness or by the mutual consent of the captains.

RULE XXVIII.

The umpire shall enforce all rules and directions, and shall be the sole judge of any infraction thereof. He shall be stationed at the foul line and have an unobstructed view of the alleys and he must not be interfered with. He shall immediately declare a foul when rolled. He shall allow no unreasonable delay in the progress of the game. He shall declare a game forfeited by the offending team when any participant therein delays the game for five minutes after having been ordered to proceed. At the close of each game, he shall sign the official score book. His decision shall be final, from which no appeal shall be allowed except for a clear misinterpretation of the rules and regulations.

RULE XXIX.

Scorers shall be selected by the captains of each team, and no change shall be made during the progress of the game unless

for incompetency, illness or by the mutual consent of the captains. The scorers shall at the termination of the game sign the score book, and when confirmed by the umpire, the scores shall be official.

RULE XXX.

No umpire or scorer shall be interested directly or indirectly in any bet or wager on the game, and if found so to be during the game, shall immediately be removed.

RULE XXXI.

Protests shall be in writing and must be made within 24 hours to the proper officials of the tournament.

RULE XXXII.

Any person who shall either directly or indirectly tamper with the alleys, pins or balls, or in any manner whatsoever seek to favor either of the competing teams, shall, upon proof thereof, be disqualified from participating in any bowling game for a period of six months, and the team so favored shall forfeit such game to the opposing team, provided first, that the offender is a member of the club which the said team represented, and second, provided that the team had a knowledge that it was being favored. Such guilty team shall be subject to suspension or expulsion for such time as may be decided upon.

RULE XXXIII.

All applicants accepted in any league or tournament must keep faith therewith by presenting a full quota of its properly registered members on every night for which it is scheduled. Failing so to do, the individual or individuals committing such breach of faith (unless good cause shall be shown for such non-appearance or by previous postponement under the governing rules) shall be penalized by being debarred for a period of six months.

RULE XXXIV.

Proprietors, lessees or managers of all open or public leagues or tournaments shall submit a full list of their applicants to the executive board of the District Association under whose jurisdiction such tournament is being conducted. The District Association shall, through its investigating committee, make a report as to the eligibility of said applicants. If the report is favorable, the District Association shall give its sanction in writing. If unfavorable, notice to that effect shall be sent to the applicants in good standing. No member shall compete in any unsanctioned open tournament, nor shall he compete in any tournament with or against any person in good standing.

RULE XXXV.

The expulsion of any of the competitors in a league or tournament shall mean the forfeiture of all moneys and rights therein and shall not effect the standing of the remaining competitors as to games played. All scheduled games after such expulsion shall be bowled against the average of the expelled, except when a game or games shall be forfeited under the rules; the competitor not at fault shall play the regular scheduled games as though they were actually contested, and the scores and averages so made shall be credited and recorded.

RULE XXXVI.

A bowler suspended or expelled from a club for non-payment of dues or conduct derogatory to the best interests of the game, shall, upon proof thereof, be prohibited and disqualified from becoming a member of any club or competing with any team until such disqualification shall be lifted; any club or team playing such disqualified person after written notice of such disqualification, shall forfeit all games in which he has taken part, and such club or team may be suspended from membership by the governing body of the league or tournament in which the offense occurred. No bowler in arrears shall be eligible to election in any bowling organization, league or tournament.

RULE XXXVII.

Ties involving a championship shall be contested by teams represented in the tie, who shall decide upon the number of games to be played. In the event of their failure to mutually agree, the governing or executive committee of the league or tournament shall decide, and their decision shall be final. All other ties may be decided in a manner provided for by the governing or executive committee.

RULE XXXVIII.

The manner and method of computing the scores and averages of retired and substituted players shall be fixed and determined by the rules of the organization in which such players are participating.

RULE XXXIX.

All District Associations, leagues and tournaments shall be regularly organized. Their game shall be played in strict conformity with the playing rules of this Association. Each shall have a constitution and by-laws providing for its regular organization and for the regular election of its officers and their duties, and shall not conflict with the Constitution and Rules and Directions of this Association.

RULE XL.

A bowling league or tournament association, to be recognized as such, shall consist of members of this Association, and may conduct among its members any bowling game recognized by this Association or any District Association in which it holds membership.

RULE XLI.

No owner or employee on whose alleys a tournament is being held shall receive any individual prize offered by such tournament.

RULE XLII.

A bowling club or team to be qualified to become a member of or to participate in the tournament games of a league or tournament association must be in existence at least ten days

prior to the filing of application for such membership or entry in such tournament.

RULE XLIII.

Clubs or teams applying for membership in any league or tournament must submit a full list of its officers and eligible members with the address of each.

RULE XLIV.

A club having entered a team for competition in any league or tournament association, which shall be found at some subsequent time during such tournament to be ineligible under the rules, shall, upon proof thereof, forfeit all games rolled in such tournament, and any and all rights to claim or hold any trophy or prize played for therein, and such club shall also thereby forfeit its membership in such league or tournament association.

RULE XLV.

A bowler is defined to be a person who is a qualified member of a bowling club or team, organized and existing in conformity with the rules and directions of the National Bowling Association. Such bowler may at the same time be a member of two or more regular bowling clubs or teams.

RULE XLVI.

A bowler registered as a member of more than one club or team entered in a tournament, shall not be permitted to bowl against a club or team of which he is also a registered member. For a violation of this rule, the game in which such offense occurred shall be declared illegal and be forfeited by both teams, and such player shall be disqualified from thereafter competing in that tournament.

RULE XLVII.

For a violation of any of the playing rules or regulations by a club, team or individual player affiliated with the National Bowling Association, the penalty shall be suspension of such club, team or individual from all tournaments for a period of six bowling months, for the first offense, and expulsion for the second offense.

NATIONAL BOWLING ASSOCIATION DATA

TOURNAMENTS.

1907	Young's New Pier, Atlantic City, N. J.
1908	Genesee Hall, Rochester, N. Y.
1909	Madison Square Garden, New York City.
1910	Garage Academy, Baltimore, Md.
1911	65th Regiment Armory, Buffalo, N. Y.
1912	The Auditorium, Paterson, N. J.
1913	Genesee Hall, Rochester, N. Y.
1914	Columbia Hall, Atlantic City, N. J.

ALL-AROUND CHAMPIONS.

1907	John J. Voorheis, Brooklyn.....	1956
1908	W. L. Erdmann, Brooklyn.....	1835
1909	Frederick Hegeman, Brooklyn.....	1908
1910	George Freeman, Newark, N. J.....	1916
1911	*George Brunt, Paterson, N. J.....	1894
	*George Bangart, Chicago, Ill.....	1894
1912	Mortimer Lindsey, New Haven, Conn.....	2031
1913	James Smith, Brooklyn.....	1928
1914	James Smith, Brooklyn.....	1917
	*Tied—Each given a medal.	

INDIVIDUAL CHAMPIONS.

1907	G. Frank Sauer, New York.....	657
1908	Frederick Schwartje, Brooklyn.....	697
1909	Edward Thompson, Brooklyn.....	699
1910	Antonio Prio, Brooklyn.....	705
1911	Joseph West, Buffalo.....	694
1912	Leo Lucke, Brooklyn.....	699
1913	George Kumpf, Buffalo.....	712
1914	Harry Krauss, Washington.....	678

TWO-MEN CHAMPIONS.

1907	John J. Nelson and Walter Tuthill, Brooklyn.....	1220
1908	John McGuirk and John Grady, Paterson, N. J.....	1318
1909	Edward Satterthwaite and S. Rodgers, Philadelphia, Pa.....	1298
1910	W. Burdine and F. A. Eckstein, Washington, D. C.....	1305
1911	George C. Kelsey and Charles Johnson, New Haven, Conn.....	1355
1912	Mortimer Lindsey and Charles Johnson, New Haven, Conn....	1301
1913	James Smith and Glenn Riddell, Brooklyn.....	1259
1914	Glenn Riddell and Harold Horton, New York.....	1333

FIVE-MEN CHAMPIONS.

1907	Corinthian, New York.....	2814
1908	Brunswick, New York.....	2893
1909	Corinthian, No. 8, New York.....	2899
1910	Chalmers-Detroit, Chicago, Ill.....	2917
1911	Bonds, Cleveland, Ohio.....	2969
1912	Grand Central, Rochester, N. Y.....	2997
1913	Bronx Central, New York.....	2938
1914	Genesee, Rochester	3035

N. B. A. RECORDS.

Five-men, 3 games—*3035, Genesee, Rochester, in Atlantic City, 1914.
 Five-men, 1 game—1069, Sprackes, Indianapolis, Ind., in Paterson, 1912.
 Two-men, 3 games—*1355, Kelsey and Johnson, New Haven, in Buffalo, 1911.
 Two-men, 1 game—*523, McGuirk and Grady, Paterson, N. J., in Rochester.
 Singles, 1 game—288, Otto Kallusch, Rochester, N. Y., in Rochester, 1908.
 Singles, 3 games—*712, George Kumpf, Buffalo, in Rochester, 1913.
 Singles, 9 games—2031, M. Lindsey, New Haven, Conn., in Paterson, 1912.
 *Also world's records.

AMERICAN BOWLING CONGRESS DATA

TOURNAMENTS.

Year.	City.	Teams.
1901—	Chicago	41
1902—	Buffalo	61
1903—	Indianapolis	78
1904—	Cleveland	112
1905—	Milwaukee	217
1906—	Louisville	219
1907—	St. Louis	243
1908—	Cincinnati	362
1909—	Pittsburgh	374
1910—	Detroit	401
1911—	St. Louis	414
1912—	Chicago	596
1913—	Toledo	504
1914—	Buffalo	340

ALL-AROUND CHAMPIONS.

	Total.
1901—Frank Brill, Chicago.....	1736
1902—John Koster, New York.....	1841
1903—Fred Strong, Chicago.....	1896
1904—Martin Kern, St. Louis.....	1804
1905—J. G. Reilly, Chicago.....	1791
1906—J. T. Peacock, Indianapolis.....	1794
1907—H. C. Ellis, Grand Rapids.....	1767
1908—R. Crable, East Liverpool.....	1924
1909—James Blouin, Chicago.....	1885
1910—Thomas Haley, Detroit.....	1961
1911—James Smith, Buffalo.....	1919
1912—Phil Sutton, Louisville.....	1843
1913—Ed Herrmann, Cleveland.....	1972
1914—William Miller, Detroit.....	1897

INDIVIDUAL CHAMPIONS.

1901—Frank Brill, Chicago.....	648
1902—Fred Strong, Chicago.....	649
1903—D. A. Jones, Milwaukee.....	683
1904—Martin Kern, St. Louis.....	647
1905—C. M. Anderson, St. Paul.....	651
1906—F. J. Favour, Oshkosh.....	669
*1907—M. T. Levey, Indianapolis.....	624
R. T. Matak, St. Paul.....	624
1908—A. Wengler, Chicago.....	699
†1909—Larry Sutton, Rochester.....	691
F. Bruggeman, Sioux City.....	691
1910—Thomas Haley, Detroit.....	705
1911—James Blouin, Chicago.....	681
1912—Larry Sutton, Rochester.....	670
1913—F. Peterson, Columbus.....	693
1914—William Miller, Detroit.....	675

*Roll-off won by M. T. Levey.

†Roll-off won by Sutton.

TWO-MEN CHAMPIONS.

1901—John J. Voorheis and Charles K. Starr, New York..	1203
1902—J. McClean and H. Steers, Chicago.....	1237
1903—H. Collin and A. Selbach, Columbus.....	1227
1904—Larry Krause and C. H. Spiess, Washington.....	1184
1905—R. Rolfe and E. Stretch, Chicago.....	1213
1906—J. N. Reed and E. Dresbach, Columbus.....	1247
1907—E. G. Richter and E. Bigley, Louisville.....	1164
1908—J. Chalmers and Harry Kiene, Chicago.....	1254
1909—A. Schwoegler and T. Schwoegler, Madison.....	1304
1910—A. Daiker and E. Wetterman, Cincinnati.....	1231
1911—Walter Hartley and L. Seiler, East Liverpool.....	1246
1912—Phil Sutton and N. P. Owen, Louisville.....	1259
1913—Peter Schultz and John Koster, Newark.....	1291
1914—John Negley and Deward H. Van Ness, Newark....	1245

FIVE-MEN CHAMPIONS.

1901—Standard, Chicago	2720
1902—Fidelia, New York.....	2792
1903—O'Leary, Chicago	2819
1904—Ansons, Chicago	2737
1905—Gunther II, Chicago	2795
1906—Century, Chicago	2794
1907—Furniture City, Grand Rapids.....	2775
1908—Bond, Columbus	2927
1909—Lipman, Chicago	2962
1910—Cosmos, Chicago	2880
1911—Flenners, Chicago	2924
1912—Brunswick All Stars, Brooklyn.....	2904
1913—Flor De Knispel, St. Paul.....	3006
1914—Monko, New Haven.....	2944

A. B. C. RECORDS.

Five-men, 3 games—3006, Flor De Knispel, St. Paul, in Toledo, 1913.

Two-men, 3 games—1304, A. and T. Schwoegler, Madison, Wis., in Pittsburgh, 1909.

Singles, 1 game—300, William T. Knox, Philadelphia, in Toledo, 1913.

Singles, 3 games—705, Thomas Haley, Detroit, in Detroit, 1910.

Singles, 9 games—1972, Edward Herrmann, Cleveland, in Toledo, 1913.

SPARES: HOW THEY ARE MADE

“Spare bowling is what counts” is an aphorism of the alleys. Straight strikes are better than straight spares, but it is next to impossible to make many strikes in succession, while the science of bowling will permit a man to make every frame a spare. And unless strikes do come in succession they are no better than spares.

There are certain balls that are called strike balls, which, if bowled, will result the greater number of times in strikes, and therein is a bowler's skill shown. But the fortunes of the game turn a great many strike balls into the worst splits and a great many split balls into fluke strikes. This element of chance is not nearly so great in spare bowling for the majority of spares have to be made in certain ways. A difficult spare will call for more applause than any strike.

In order to illustrate the proper way to go after some of the pin combinations that confront a bowler, let it be remembered that every pin is numbered. The head pin is numbered 1, and 2 and 3 are in the second row from right to left; 4, 5 and 6 in the third row, and 7, 8, 9 and 10 in the fourth row.

In the first diagram are shown two splits that are frequent. They are the 2 and 7 and the 3 and 10, and are called “baby splits,” because of the ease with which they are made. If it is the 2—7 bowl either a side or center ball, hitting the 2-pin a little to the right. If the 3—10, hit the 3-pin a little to the left. In both of these cases the first pin struck will take with it the other pin. Another way to make the spares is to bowl between the pins, making the ball take both.

A difficult spare is the 6—7—10 in the second diagram. Fortunately this break is not a common one. A straight ball, slightly kissing the 6-pin on the off side will get the 10-pin, while the 6-pin will fly over and get the 7-pin. This is the only way to make this spare. The 3—7—10, in the third diagram, is not so

FIG. 1

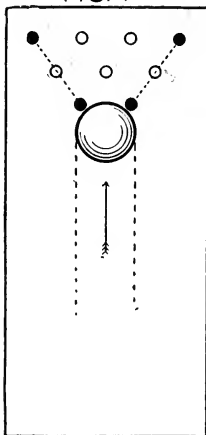


FIG. 2

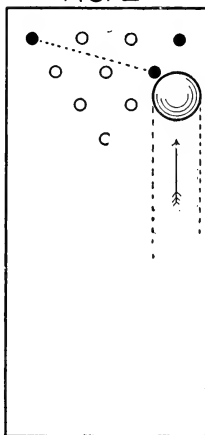


FIG. 3

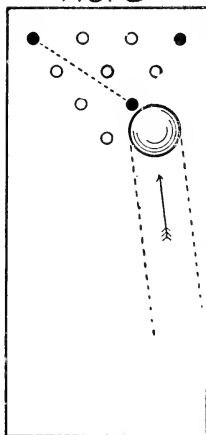


FIG. 4

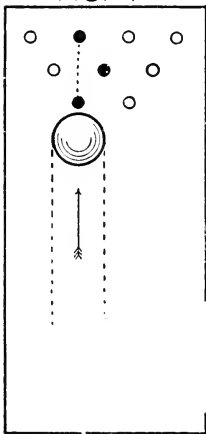


FIG. 5

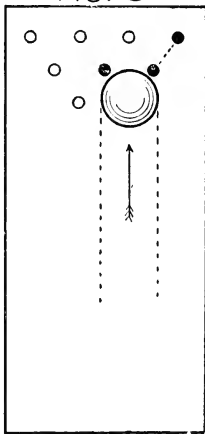
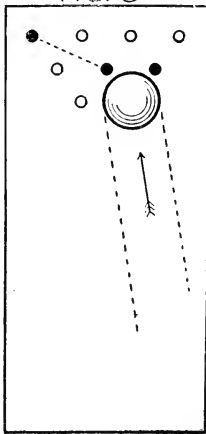


FIG. 6



difficult. The ball should take the 3-pin thin on the right side. The ball will get the 10-pin, and the 3-pin will take the 7-pin. The 2—7—10 is the same sort of a spare, and here the 2-pin should be hit on the left side.

The 2—5—8 spare, in the fourth diagram, appears to the uninitiated an easy one, but it is not. A straight ball, hitting the 2-pin full will usually do the work, but such a shot is not the easiest to make. This spare will allow of a "trip" shot. By hitting the 2-pin thin on the left side it will be driven against the 5 and 8-pin.

The 5—6—10 spare is a nice one. A straight ball, hitting the 6-pin fuller than the 5, will make it. If the 5 or 6-pins are hit with equal fullness they will glance out, leaving the 10-pin standing. The 6-pin must be hit full enough to be driven forward. The 5—7 and the 5—10 spares are made by hitting the 5-pin thin on the left, if it is the 5—7, and thin on the right, if it is the 5—10.

According to experts, it is foolish to try and convert such splits as the 4—6, 7—9 and the 8—10 into spares. Once in a while they are made, but it is pure luck, such as a rebound or a miserable flopping of the pins. With such a split-up the bowler should content himself with one pin. The 5—6—7 spare in the sixth diagram is not an uncommon one. A straight ball hitting the 5-pin a little fuller than the 6-pin will take both of these pins, and will send the 5-pin across to the 7-pin. A ball hitting the 5 and 6 pins with equal fullness will usually make the spare.

A FEW HINTS TO BEGINNERS

There is no better sport for the winter season than bowling. For centuries men have wrought physical benefit from it, and at the same time, have had a good share of fun.

There is good and bad of everything, but it is just as easy to be a good bowler as it is to be a bad one. All that is required of a player, is to understand that the brain counts a good deal in rolling the ball. If one does not intend to use his brains at the game, he might as well not spend his time at it. To those beginning to learn the rudiments of the game—that is the part where strikes will be as frequent as splits, it will be well for them to remember, that they cannot engage in conversation of any sort. The mind must be entirely absorbed in the rolling of the ball, and sight of the ten pins at the foot of the alley, should not be lost.

But, there is the handling of the ball, too, which is just as essential. A man's size makes no difference. There are all sizes of balls, to fit everybody. One mistake of a beginner might be here pointed out. He takes to a big ball, believing that its execution is greater. As a matter of fact, it is, but not for the new man. A small ball, no matter if it is only an eight-pounder, will teach how to reach the pins, better than a bigger one. One must never begin the game, believing that he should be a star at the start. He can't be. Only patience and practice will develop him.

For the beginner, I would suggest that he take the ball best adapted to his size, and begin by rolling it down the middle of the alley, without taking any run whatever. When his hand and arm become steady by this sort of practice, then by degrees he can edge to the side of the alley, learning all the time the side delivery. His delivery will be slow at first, but speed is later development. After all this is done, he can begin taking

a few steps of start. Not with the intention of getting speed that will tear out the end of the alley. Let time take its course, and it will bring out all the bowling qualities in a man. It is not well for a novice to roll constantly. A couple of hours' practice each day, will prove more beneficial than a longer period. He is not so apt to become muscle-bound, instead the muscles will become pliable.

As I said in the beginning, no better mode of physical development has ever been evolved than that of bowling. There is not a single organ of the human body that it does not benefit. Every part of the body is brought into play. The arms become bigger and stronger through swinging. The legs gain in strength through their little sprint, and by bending at the time the ball is sent rolling pinward. The body itself is ever being twisted and turned, just enough to keep it in good shape. By the latter exercise, the stomach is kept always in good condition. For a person to stick to the game as persistently as I have, I don't think medical skill can introduce any better elixir of life. It will lengthen one's years to a certainty. Here are a few hints beginners should not forget to remember.

BALL AND GRIP.

Select a light weight, or undersized ball—25 or 26 inches in circumference is large enough for the first trial. See that the thumb and finger holes are the right size, and be particular to see that the holes are the proper distance apart. You cannot control the ball if the hand is cramped.

POSITION.

Stand erect on the approach about 10 feet back of the foul line; face the pins; let the weight of the ball rest on the left hand; take a firm grip with the right hand, swing the ball (once) and see if the grip is all right; if your hand perspires, causing the ball to slip, use your handkerchief or a towel, not chalk or resin.

DELIVERY.

Do not run; walk three or four fast steps; start with the right foot, and deliver the ball with the left foot in front; do not bend your arm or back; keep your feet far apart, bend your knees, and deliver the ball, when your right hand is in within 12 inches of the alley bed; the ball should strike the alley within two feet in front of your left or front foot.

DIRECTION AND SPEED.

Form an imaginary line to the right side of head pin and bowl on that line; use just enough speed to make the ball go straight to the head pin; pay no attention to your score; better leave all but the No. 1 pin off the alley until you have mastered your delivery.

CURVED BALL.

Let the other fellow use the curve—he will find it very expensive; the curved ball is hard to control; the most expert players acknowledge that it will not work on some alleys; the surface of the beds must be “just right”; the polish perfectly dry, and not too smooth; the bowler must use just the right speed; dirt or chalk on the ball or alley will change the course of the ball.

GOOD SPORT FOR WOMEN

It is really astonishing how many women have taken to bowling. When the sport received its first boom it was at once said that it was strictly a game for the masculine sex. Since then, however, there has been a wonderful change. Women have not only taken to the sport, but women's clubs, and women's tournaments have sprung up everywhere like mushrooms over night. The East and the West both boast of some excellent women bowlers, but until they come together in competition, it is difficult to say which part of the country really has the fair champion.

A prominent woman bowler, in speaking of the benefit to be attained by the fair sex in playing the game, has this to say: "To the woman with an opportunity bowling offers many attractions. As a means of passing the long winter evenings, the game is both healthful and enjoyable. No exercise is more invigorating; it brings to the eye a sparkle, and a glow to the cheek, which many a woman may well envy. In addition to the benefits derived from the muscular exertion, at no time severe, there is also the healthful excitement of the contest and the sociability which the game promotes.

"As in every other game, practice makes perfect, but here may be said, to become fairly proficient does not need a great deal of playing. It is an invariable rule, that any one who takes up the game becomes an enthusiast, and with more practice at last becomes a good player. Yet, it is not necessary to be skilled, in order to enjoy oneself. I do not know of an instance of a girl, who, having learned the game, has willingly given it up for any other form of amusement. Before learning to bowl, I was a

great card player, whist, euchre, pedro, and the rest; now I very seldom touch a card. All of the spare time that I can find is spent in bowling or coaching some inexperienced player.

"Women are hard to teach. When you show a man where he can better his playing, as a general rule he accepts the suggestion, and endeavors to remedy the defect. A woman rarely ever does, and that is the reason, probably, why women are not, as a class, as good bowlers as men. You can tell her, illustrate what you are saying, prove your point conclusively, and she will admit it. Then some inward feeling prohibits her from carrying out what she knows to be the right. You may call it stubbornness, or whatever you like, but all women are that way, more or less, and they cannot help it.

"Then, there are some, who will not admit that you are in the right. To them one way is as good as another. Their idea of bowling, is to fling the ball down the alley. If it goes into the gutter, as it generally does, or only takes off the seven or ten pin, they blame the alley, the pins, the boys, in fact everything but themselves. That is where the fault is most often to be found. Its the woman behind the ball that is responsible.

"A certain per cent. of women who bowl on my alley always stand up straight and loft the ball down the alley from that position. If I tell them that it is not only bad form, detrimental to good bowling, and high scores, and injurious to the alleys as well, they think that we are looking out for our own interests, and that as long, as they are paying for the use of the alley, they can do as they like, missing entirely the point that we are trying to help them in their bowling.

"Personally, I believe that there is a wrong way, and a right way to bowl. Nearly every bowler has a little peculiar motion that is all his own, and some successful bowlers seem to put all theories at fault. Still I think that the player choosing the right method to begin with will meet with quicker and more permanent success. It is my opinion that the ones who are successful with any other than the correct way would be even better bowlers had they been taught the proper method in the begin-

ning. At first, it seems hard to tell in print how to bowl successfully, but, perhaps a few suggestions may be of benefit to the inexperienced woman bowler.

"In the first place, a woman should dress properly. It is not necessary that she should have a bowling costume. A short walking skit, shirt waist, and low heeled shoes, make an excellent combination. Every garment should fit loosely, and allow freedom of action to all the muscles, and to the back and shoulders in particular. It is an impossibility to get any easy or graceful delivery, or to control the ball, if one is dressed in tight-fitting clothes, and high-heeled shoes.

"In bowling for high scores it is essential that a heavy ball should be used, the fifteen-pound ball, the heaviest made for women. One gets better results, and more exercise with that, than with a lighter one. Of course, the beginner should start with a small one, and increase the size gradually. The game is so fascinating that the novice is apt to overdo it at first, resulting in a sore back and muscles for a time.

"A beginner should stand erect, holding the ball a little higher than the waist; then step forward with the left foot, the same time letting the ball swing downward and backward at full arm's length. The swinging of the ball and the movement of the body forward toward the foul line must be in perfect rhythm.

"All bowlers should look at the alleys when delivering the ball; in fact, at the exact spot it is desired to hit. No more than three steps should be used in delivery, as a player can acquire just as much speed and more accuracy in this way, than if he takes a longer run.

"Do not use quick, jerky steps, but even, smooth ones, and do not crook the arm but allow the weight of the ball to keep it hanging straight. When delivering, swing the ball as near the body as possible, and keep it moving in a straight line.

"When letting go of the ball, stoop as near to the alleys as possible, so that the ball in effect glides away from you. A ball should never be lofted, or thrown down the alley. It should leave the players hand without any preceptible noise.

"A beginner's first consideration should be of the foul line, for in league contests, or match games, a foul is committed if the player's foot crosses the line. Therefore, the beginner should school herself from the first to avoid such a foul.

"Confidence is half the victory in any game, and it is especially so in bowling. Luck is also a factor, and a bowler who believes in his luck, and goes at the pins with confidence, will probably make good scores, where the least hesitancy or lack of nerve will cause an awful slump.

"Yes, it is my ambition to make a still higher score than I have. Some day I mean to roll three hundred, the highest score that any one can make, either man or woman."

Mrs. Gertrude Hull, one of the best woman bowlers in the country, has the following to give to the fair sex who are anxious to become experts at the game:

"I am fully convinced, that if properly instructed, any one can learn to bowl without injuring themselves.

"Some are of the opinion that the exercise is too violent, but I do not think this true, if indulged in moderately. The game, however, is so fascinating, and one becomes so enthusiastic, that she often plays too many games the first time she bowls. This should not be done as it is liable to injure one who is not accustomed to so much exercise.

"It is only natural that women who participate in no gymnastics, do not play tennis, golf, or enjoy any other exercise out of the ordinary, should have soft muscles, and should they take up any of these games, and not use the proper judgment when learning, their muscles will feel sore in consequence.

"If beginners will select a light weight, or undersized ball, and see that the thumb and finger holes are of the right size, also that they are the correct distance apart, they can hold the ball firmly without cramping the hand.

"A woman's first position is somewhat different from that of a man, as it is necessary, and I think, advisable for them to lean slightly toward the pins, and rest upon the balls of the feet instead

of upon the heels. It is impossible for women to start with a jump as do some of the most expert men bowlers. Let the weight of the ball rest upon the left hand until you have secured a firm grip with the right.

“Start with the right foot, and take four steps, the fourth being a little slide. Deliver the ball with the wrist perfectly straight and with the left foot in front down the center of the alley. Do not try to curve the ball, as unless you have sufficient speed it will curve naturally to the right or left. After you have mastered the delivery and become more accurate, you will secure better results by starting from the right hand corner of the alley.”

HOW TO COMPILE A SCHEDULE

One of the most difficult problems confronting the organizers of bowling tournaments is the preparation of a schedule. To the uninitiated this is a puzzle as unsolvable as the oft-tried "Pigs in the Clover" and the famous "15" and there are really few who can work out the problems with any degree of satisfaction.

In fact, up to a few years ago there were but a few persons who had the proper key to the difficulty, and even now, although there are many who claim to be able to solve the problem, when it comes time to do the work, they generally fail in handling this knotty proposition.

The nine, fifteen and twenty-one team tournaments are the most popular in the East, while the six and twelve club competitions rule in the West. All of these, however, are more simple of execution than those involving competitions in which more or less teams are engaged. The principal object is to arrange schedules so that the clubs will end even, so to speak—that is, the teams be so assigned that not more than three clubs will meet on any night. This is possible in a nine, fifteen and twenty-one team schedule, while even a nineteen team competition has been worked out in the same way. All others up to twenty-one have odd nights, so called, where four or more clubs are compelled to bowl.

At the time of the year when the season is about to begin, the schedule makers are having their busiest time. There are as many systems perhaps as there are schedules. This is the key for the twenty-one club schedule, which never goes wrong:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21			
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21				
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21					
7	8	9	10	11	12	13	14	15	16	17	18	19	20	21						
8	9	10	11	12	13	14	15	16	17	18	19	20	21							
9	10	11	12	13	14	15	16	17	18	19	20	21								
10	11	12	13	14	15	16	17	18	19	20	21									
11	12	13	14	15	16	17	18	19	20	21										
12	13	14	15	16	17	18	19	20	21											
13	14	15	16	17	18	19	20	21												
14	15	16	17	18	19	20	21													
15	16	17	18	19	20	21														
16	17	18	19	20	21															
17	18	19	20	21																
18	19	20	21																	
19	20	21																		
20	21																			
21																				

After having compiled the above table, the schedule maker proceeds to group his numbers for each bowling night. It is customary to have the twenty-one teams bowl once around before starting on the next series. Hence teams 1, 2 and 3 are selected as a starter. Consequently the figures 2 and 3 under the first column and the 3 under the second column are checked off to show that they have been used, and the combination 1-2-3 is set below. Then follow 4, 5 and 6 for the second night. The 5 and 6 in the fourth column and the 6 in the fifth column are checked off and the combination 4-5-6 placed under the first combination 1-2-3.

The same process is pursued with 7, 8 and 9; 10, 11, and 12; 13, 14 and 15; 16, 17 and 18; 19, 20 and 21. Whereupon the whole table has this appearance:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21		
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21			
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21				
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21					
7	8	9	10	11	12	13	14	15	16	17	18	19	20	21						
8	9	10	11	12	13	14	15	16	17	18	19	20	21							
9	10	11	12	13	14	15	16	17	18	19	20	21								
10	11	12	13	14	15	16	17	18	19	20	21									
11	12	13	14	15	16	17	18	19	20	21										
12	13	14	15	16	17	18	19	20	21											
13	14	15	16	17	18	19	20	21												
14	15	16	17	18	19	20	21													
15	16	17	18	19	20	21														
16	17	18	19	20	21															
17	18	19	20	21																
18	19	20	21																	
19	20	21																		
20	21																			
21																				

And the schedule up to that point, looks like this:

1— 2— 3	10—11—12	16—17—18
4— 5— 6	13—14—15	19—20—21
7— 8— 9		

Continuing on the same plan and avoiding numbers that have already been paired (a fact that may be easily discerned by consulting their respective columns), the following complete schedule, ready for business, will be secured:

TWENTY-ONE CLUB SCHEDULE.

1— 2— 3	6— 2—21	15— 6— 8
4— 5— 6	4—20—14	19— 3—16
7— 8— 9	12— 9—17	10—14—21
10—11—12	16— 2—13	5—13—20
13—14—15	15—11— 3	12—14— 3
16—17—18	14—19— 7	18—15— 1
19—20—21	21— 1— 8	10— 4— 2
4— 3— 7	17—10— 5	9—19—13
12— 1—13	12—18— 4	2—20—17
2—14— 8	9—11—20	6—14—18
9—18—10	13— 6— 7	16— 1—11
11— 6—17	5—15—16	15—20—10
4—15—19	4— 8—11	21—18— 7
20—16— 7	17—14— 1	19— 7— 5
9—21— 5	3—20—18	12—20— 8
3—13—10	16—12— 6	7—17—15
1— 6—20	11—13—21	6— 3— 9
19—18—11	15— 2— 9	4—16—21
12—21—15	6—10—19	11— 5—14
9—14—16	9— 1— 4	10— 8—16
8—17—19	5— 7—12	12— 2—19
19— 5— 2	5—18—13	4—17—13
7—10— 1	3—21—17	
5— 3— 8	7—11— 2	

Having secured this, the rest is comparatively easy. The names of the different teams are placed in a hat and drawn out in regular order, the first to be drawn being numbered 1, and so on until all have been numbered. Thereupon the names are supplied in place of the figures and the schedule is complete with the dates placed beside the different combinations.

Trouble is sometimes encountered because clubs desire to avoid certain dates. This can only be done by shifting the combinations about so that the clubs may be accommodated. Sometimes

it is necessary to break combinations, adding more trouble to the unfortunate schedule maker

The same process as in a twenty-one team schedule is pursued in compiling a fifteen club series, the combinations secured being as follows:

FIFTEEN-CLUB SCHEDULE.

1— 2— 3	4—11—13	3— 8—12
4— 5— 6	8—10— 5	6—10—15
7— 8— 9	1— 6— 9	14—12— 8
10—11—12	2— 7—12	2— 9—13
13—14—15	11— 9—14	5— 7— 3
9—10— 3	15— 4— 7	1—12—15
11— 2— 5	13— 1—10	11— 7— 1
13— 6— 7	2—14— 6	2—10— 4
8— 1— 4	3—11—15	8—11— 6
5— 9—15	12— 9— 4	13—12— 5
6—12— 3	14— 5— 1	8— 2—15
14—10— 7		4—14— 3

Of course, after the usual drawing, the names of the clubs are substituted for the figures and the dates having been assigned, the schedule is completed.

The nine team schedules is the simplest of the lot, and is as follows:

NINE-CLUB SCHEDULE.

1—2—3	4—2—8	6—9—2
4—5—6	7—3—6	1—6—8
7—8—9	1—4—7	2—5—7
5—9—1	3—8—5	3—9—4

All the above schedules may be used for individual and team tournaments, although it would be well to limit the maximum membership of each team to five. However, it is possible to bowl three games between ten men teams in a night.

EIGHT CLUB SCHEDULE.

Western bowlers as a rule, prefer to bowl a two-team series, that is, have two teams bowl three games against one another each night. The following arrangement of figures is for an eight club schedule and should be followed in all schedules having more or less teams, the total number of which is divisible by 2, such as 2, 4, 6, 10, 12, etc.

1—2												
1—3				2—3								
1—4			2—4		3—4							
1—5		2—5		3—5		4—5						
1—6		2—6		3—6		4—6		5—6				
1—7		2—7		3—7		4—7		5—7		6—7		
1—8		2—8		3—8		4—8		5—8		6—8		7—8

Selecting the combinations for the schedule and checking them off, as in the twenty-one team arrangement, the following is the result.

1—2	3—4	5—6	7—8
1—3	2—4	5—7	6—8
1—4	2—7	3—6	5—8
1—5	2—3	6—7	4—8
1—6	3—5	4—7	2—8
1—7	2—6	4—5	3—8
1—8	2—5	3—7	4—6

The order in which the series is to be bowled is arranged across the column, the supposition being that the eight teams are to bowl one game each night. Where more games are to be rolled the teams may be split up, 1-2 and 3-4 bowling the first night, and 5-6 and 7-8 the next, and so on.

The above schedules should be used as keys for future tournaments.

HOW TO SCORE

True, bowling as a game itself is a hard proposition to the beginner; but a question that even perplexes him more is the method of scoring the game. A few minutes explanation by the expert can do more good than all written explanations of how the game should be scored, but then everybody cannot get the benefit of the expert's knowledge, and it is for these that the following tabulated formulas are arranged. To begin with, the score book, or board, or score sheet, is subdivided into horizontal and perpendicular lines. The number of horizontal lines is equal to the number of players in the game, plus 3, and the number of perpendicular lines to 14, plus the two border or outside lines. Room sufficient to permit of the writing in of the players' names must be allowed between the left-hand border and first perpendicular line, after which the remaining space is divided into fourteen equal parts. The four places at the extreme right are reserved for the totals, and begin from the left, placed in this order: strikes, spares, breaks, and game. The remaining places are known as frames, and are ten in number. In all alleys the diagram will be found upon a side wall at a convenient height to permit scoring. The game is, as its name designates, a game of ten pins, and consists of rolling a number of balls, with the object in view of removing as many pins from the alley with each ball as is possible. Two balls are allowed each bowler to each frame. Should the first ball remove the entire ten, the bowler is credited with a strike (X), which is placed in the upper right-hand corner of the frame in which he was bowling. Should it necessitate two balls before they are all removed, the bowler scores a spare (✓), which, like the strike, should be placed in the upper right-hand corner of the frame in which it is made. If the player should fail to remove the pins with two balls, it is known as a break, and the bowler is entitled to the number of pins down. Impossible spares or breaks, where a pin is missing from between, are known as "splits," and marked thus: (o).

SCORE BOOK OR BOARD.

[illegible]

Now let us suppose that Mr. Blank has entered on the alleys and starts to roll a practice game, single-handed; the first ball he rolls knocks down five pins, the second, two, making a total of seven in the frame, which is placed to his credit on the blackboard or score book, thus:

GAME BY FRAMES.

[illegible]

In the next frame his first ball takes nine pins down, and the one remaining pin is carried off by the second ball. He is then credited with a spare in the second frame like this:

GAME BY FRAMES.

[illegible]

He starts on his third frame, and with the first ball he knocks down four pins; with the first and second balls in the second frame he had cleared the alley, scoring 10 pins, which, added to

After bowling the remaining ball, by which he knocked over three additional pins, which, added to the 6 on the spare ball in the third frame, which is also the first ball in the fourth frame, gives a total for that frame of 9, which, added to the 37 in the third frame, gives a grand total of 46.

GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7	21	37	46						

In the next, or fifth frame, he removes all the pins with the first ball, thus scoring a strike:

GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7	21	37	46	X					

And in the sixth frame by removing all the pins with two balls, he scores a spare:






GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7	21	37	46	66					

Having made a strike in the fifth frame, it gives him ten pins for one ball, and two balls to be rolled in the sixth frame, and their totals to be counted in the fifth frame; with them he scored a spare of 10, which gives a total of 20 on the fifth frame. This, added to 46 in the fourth frame, makes his score for the fifth frame 66, and a spare in the sixth frame, as shown above.






In the seventh frame he again makes a strike, or 10 pins, which, when added to the 10 pins scored with the first and second balls in the sixth frame, makes 20 pins, which is to be added to the 66 pins in the fifth frame, and tallied in the sixth frame, 86.

GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7			46						







He begins in the eighth frame, and, with the first and second ball he removes 7 pins, which, added to the 10 pins made with the first ball or strike, gives him a total of 17 pins, to which is added the 86 pins in the sixth frame, and closes the seventh frame with 103, and the eighth with 110.

GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7			46				103	110	

The ninth frame is begun evenly again, and with the first and second ball he knocks down all the pins, scoring a spare:

GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank.....	7			46				110		

Now comes the "wind-up" or tenth frame. On the first ball he makes a strike or 10 pins, added to the 10 pins made with the first and second balls in the ninth frame, gives him 20, which, added to the 110 in the eighth frame, closes the ninth frame with 130.

There are now two balls yet to be rolled in the tenth frame, and the pins being all down, are again set up; with the second ball he again makes a strike, and one more ball to be rolled again; the pins are set up, and, with the third ball he makes another strike; this counts 10 more or 30 in all for the tenth frame; 10 by the first ball, 10 by the second ball and 10 by the third ball, which, added to the 130 in the ninth frame, finishes the game and gives him a grand total of 160.

GAME BY FRAMES.

PLAYERS.	1	2	3	4	5	6	7	8	9	10
Mr. Blank,.....	7	21	37	46	66	86	103	110	130	160

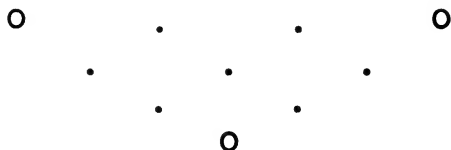
In the first nine frames only two balls are allowed, excepting when a player makes a strike, then one is sufficient. In the tenth frame, should a player make a strike or spare, the play must be completed before leaving the alleys; if a spare, one extra ball is to be rolled. In case of a strike, two balls must be rolled.

In crediting up strikes, spares, and breaks, at the conclusion of each game, it wants to be distinctly understood that there shall be credited only one "mark," whether strike or spare, for each frame rolled. Should a player make an extra strike or spare, or two or three strikes in the tenth frame, it should be credited as only one "mark," the first he made to count the remainder, regardless whether strike or spare, shall be credited as "pins all."

OTHER PROMINENT GAMES THAT CAN BE ROLLED ON REGULATION ALLEYS

COCKED HAT.

The game of Cocked Hat is played with the head pin and the right and left corner pins, as shown in the following diagram:

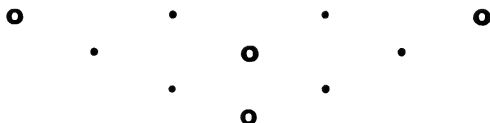


Balls not exceeding $5\frac{1}{2}$ inches must be bowled, and they must be rolled down the alley, not cast or thrown. The rules of the American Ten Pins, except in St. Louis and the Northwest, where there are special associations with local rules, generally govern this game also; but strikes and spares count three instead of ten, and each pin counts one, as in ten pins. If the bowler knocks down three pins with the ball which is first bowled at any frame in the game of Cocked Hat it is a strike and counts three, and is marked on the blackboard the same as in ten pins. What pins the bowler knocks down in the second frame with his first two balls must be reckoned as in ten pins; that is, one for each pin bowled down, which pin or pins must be added to the strike and placed to the credit of the player in the inning where the strike was scored (the strike being computed as three). Such strike must be added to pins knocked down with the two succeeding spare balls; thus, should the bowler score a strike and should he, in the next new frame, knock down but one pin with his two spare balls, the strike and the pin scored must be computed as four—the strike counting three and the pin one. Unlike the regular game of ten pins.

"poodles" (or balls rolled down the gutter) are fair balls, and any pin or pins which they may get must be counted and placed to the credit of the bowler. Dead wood is removed from the alley, and any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the bowler. The maximum number which can be bowled is 90.

The pins used in the Cocked Hat games shall be of the following dimensions: 17 inches high, 5 1-4 inches diameter, and 2 1-4 inches across bottom, and shall be as near uniform in weight as possible.

COCKED HAT AND FEATHER.



Rule 1. The pins are spotted as above, the centre pin being the feather.

Rule 2. Ten innings constitute a game, and three balls (not exceeding 5 1-2 inches in size) must be used in each inning.

Rule 3. All the pins except the feather have to be bowled down or the inning goes for naught.

Rule 4. If the feather is left standing alone, the inning counts one.

Rule 5. There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the bowler.

Rule 6. The maximum is ten.

GAME OF QUINTET.

NAME.

Rule 1. The game shall be known as Quintet.

ARRANGEMENT OF PINS.

Rule 2. There shall be five pins placed upon regulation spots, as in the game of ten pins, the spots to be numbered as per the following diagram:



The head pin (No. 1) is placed on the same spot as the head pin in the game of ten pins; pin No. 4 on the same spot as No. 7 in ten pins and pin No. 5 on the same spot as No. 10 in ten pins. The pins numbered 2 and 3 are placed on spots exactly half-way between and in line with head pin and pins numbered 4 and 5, respectively.

THE PIN.

Rule 3. A regulation quintet pin shall be 12-3-16 inches in circumference at the body, or the thickest part ($3\frac{3}{4}$ inches from bottom), 4 inches in circumference at the neck ($8\frac{3}{8}$ inches from the bottom), and 6-3-16 inches in circumference at the thickest part of the head ($10\frac{5}{8}$ inches from bottom); shall taper gradually from bottom part of body to 2 inches at the base of pin. The pin shall be 12 inches high, and be of uniform weight. The manufacturer's name and address may be also stamped thereon.

THE BALL.

Rule 4. The ball shall not exceed 5 inches in diameter in any direction, but smaller balls may be used.

GENERAL RULES.

Rule 5. The rules of the American Bowling Congress governing the American game of ten pins, covering the number of frames, the alleys, foul balls, dead balls, dead wood, tie games,

match games, teams, forfeited games, tournaments, clubs, umpire, scorers, and all other points not herein specified, shall govern the game of Quintet.

THE BATTLE GAME.

The pins are set up the same as for the game of ten pins.

Rule 1. Four or six innings constitute a battle or game, except in the case of a tie, when another inning is played. In case that inning should result in a tie also, still another inning is played; in fact, until the scores are unequal. In any inning where a tie occurs the score stands over until the next inning, when each point is counted double. If the two innings result in a tie, the score is tripled. Should the total score result in a tie, sufficient innings are played to make the grand score unequal.

Rule 2. The team having the largest score in the previous inning must bowl the first ball, so that the weaker party will have the last ball.

Rule 3. Three balls of regulation size (27 inches in circumference) or under are allotted to each player in each inning.

Rule 4. Each pin bowled down counts one, including the king pin.

Rule 5. If all the pins, except the king pin, are bowled down it counts twelve.

Rule 6. The pins are set up as soon as the nine pins are knocked down, or the king pin is the only one left standing.

Rule 7. The alleys are changed alternately.

Rule 8. The dead wood is removed after each ball is rolled.

Rule 9. In case of uneven teams, the dummy or blind is filled by any substitute the captain may pick out to bowl. He can select any one of his men he chooses, without regard to rotation, or he himself can bowl, but no man can take the place of the blind twice until every member of the team has acted as the substitute.

Rule 10. Poodles count as balls rolled. Any pin or pins knocked down by such balls are set up again in their former position.

Rule 11. A rebounding ball does not count, and any pin or pins knocked down by it are set up as in the case of a poodle ball.

Rule 12. When a ball has left the hand and touches the alley it goes as a rolled ball.

NINE UP AND NINE DOWN.

The pins are set up the same as for the game of American Ten Pins.

Rule 1. Three balls (not exceeding 5 1-2 inches in size) are bowled in each inning.

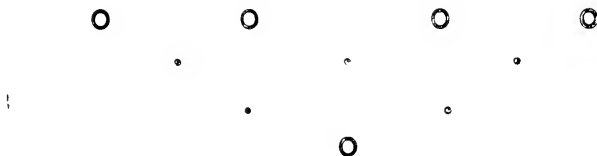
Rule 2. The player must knock down a single pin, which counts one; then, with two remaining balls, he endeavors to leave one pin standing, which counts one. Failure to do either, the inning goes for nothing.

Rule 3. No penalties are attached. Dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the player.

Rule 4. Ten innings constitute a game.

Rule 5. The maximum is 20.

HEAD PIN AND FOUR BACK.



Rule 1. The pins are set up as above.

Rule 2. Three balls (not exceeding 5 1-2 inches in size) are allowed in each inning.

Rule 3. If the four back pins are bowled down and the head pin is left standing the score is 2. If all the pins are bowled down the score is 1.

Rule 4. There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alleys cannot be placed to the credit of the player.

Rule 5. Ten innings constitute a game.

Rule 6. The maximum is 20.

FOUR BACK.



Rule 1. The pins are spotted as above.

Rule 2. Three balls (not exceeding 5 1-2 inches in size) are allotted to each inning.

Rule 3. Each pin counts as spotted, and only one pin can be made; the one pin being made with one ball, it is termed a break, and the player loses that inning and scores nothing.

Rule 4. There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alleys cannot be placed to the credit of the player.

TEN PINS—HEAD PIN OUT.

(Also known as American Nine Pins.)



Rule 1. The pins are set as in the diagram.

Rule 2. Ten innings constitute a game.

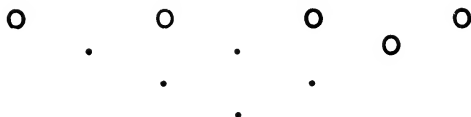
Rule 3. Three balls (not exceeding 5 1-2 inches in size) are bowled.

Rule 4. One pin of the frame must be left standing, or the innings goes for nothing.

Rule 5. There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the player.

Rule 6. The maximum is 10.

FIVE BACK.



The pins are set as shown in the diagram.

Rule 1. Three balls (not exceeding 5 1-2 inches in size) are bowled in each inning.

Rule 2. Should a left-handed bowler be bowling, the second quarter pin can be set up on the left quarter spot.

Rule 3. Strikes and spares count five each.

Rule 4. No penalties are attached. Dead wood must be removed. Any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the player.

Rule 5. Ten innings constitute a game.

Rule 6. The maximum is 150.

THE NEWPORT GAME.

The pins are set up same as for the game of American ten pins.

Rule 1. Three balls (not exceeding 5 1-2 inches in size) are allowed in each inning.

Rule 2. Ten frames constitute a game. The object of the game is to bowl down an exact number of pins from 1 to 10, but not necessarily in routine order. The player who, in ten innings, scores the least number of winning innings is the loser. For instance: A bowls down 2, 5, 7, 8, and 10; B bowls down 1, 6, 8, and 9. Here B loses, as A had one more inning to his credit than B.

NOTE.—As the larger number of pins are easy to obtain, the

superior skill lies in picking out the small numbers. For this reason the small ball is used, and the small numbers are the points of attack from the start. When the player has bowled down a certain number of pins, corresponding with any score he has made, and his remaining ball or balls will be of no avail, an X is placed under that name, indicating that the inning goes for naught, as he has already made that score.

Rule 3. Only one score is allowed to each inning. Players alternate in the use of alleys.

Rule 4. Balls rebounding from the cushions go for naught.

TEN PIN HEAD PIN GAME.

The pins are spotted the same as for the game of American ten pins.

Rule 1. Each player is permitted to roll twelve balls.

Rule 2. The pins are respotted after each ball is rolled.

Rule 3. In order to make a count, the head or front pin must be hit first, and then pins down count.

A player is generally permitted to roll six balls consecutively on each alley when two alleys are in use. On three alleys, four balls are rolled on each alley; and if four alleys are used, three balls are rolled to an alley. The limit score is 120, 12 tens, which, if figured a second time, is equivalent to 300 pins, the limit score in the American game.

This game can be played by teams as well as individuals, and incidentally gives the player good strike practice.

All other rules governing the game of American ten pins shall govern.

DUCK PIN GAME.

The pins are spotted the same as the American game of ten pins.

Rule 1. A regulation duck pin shall be 9 inches high, $1\frac{1}{2}$ inches in diameter at the top, $3\frac{1}{2}$ inches in diameter at the body of the pin, and $1\frac{3}{8}$ inches in diameter at the base; shall taper gradually from the bottom to the largest part of the body, and shall be as near uniform in weight as possible.

Rule 2. No ball exceeding $4\frac{1}{2}$ inches in diameter can be used in games.

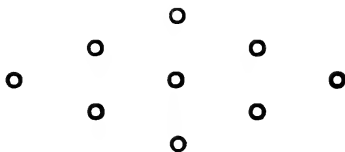
Rule 3. Each player to roll three balls to each frame, and each player to roll two frames at a time.

Rule 4. A line shall be drawn ten feet beyond the regular foul line, and any ball delivered beyond first-named line shall be declared foul.

All other rules applying to American ten pins govern.

NINE PIN HEAD PIN GAME.

The pins in this game are set up like this:



There are nine pins spotted. The game is divided into twelve frames, in each of which a bowler is allowed twelve balls, one to each frame, two balls being rolled on each alley. The object is to knock down the head pin first; when this is done, all pins falling in consequence are credited, but do not if the head pin is not struck, in which case the ball is lost to the bowler. All pins are resotted after each ball has been rolled, and each pin counts 1; the maximum score is 108.

CANDLE (RUBBER NECK) PIN GAME.

The pins are spotted the same as the American game of ten pins.

Rule 1. A Regulation Candle Pin shall be $14\frac{1}{2}$ inches high, $1\frac{3}{4}$ inches in diameter at the top, 4 inches in diameter at the body, and $2\frac{1}{4}$ inches in diameter at the base. The neck of the pin shall be $7\frac{1}{2}$ inches long. The pins shall be as near uniform in weight as possible.

Rule 2. No ball exceeding 5 inches in diameter can be used in games.

Rule 3. Each player to roll three balls to each frame, and each player to roll two frames at a time.

All other rules of American ten pins govern.

RULES GOVERNING NEW ENGLAND CANDLE PIN GAMES.

With the exception of the following changes, the rules of the American ten pins govern all contests played at candle pins:

Rule 1. Games of ten frames each to decide match and tournament contests, each bowler to bowl two frames at a time.

Rule 2. Dead wood to remain on the alleys, except all pins laying at right angles to, and in the gutter of the alley; also all pins not more than two feet in front of the head pin spot.

Rule 3. A line shall be drawn two feet from the head pin spot, and all dead wood outside of said line shall be removed.

Rule 4. A line shall be drawn ten feet beyond the regular foul line, and any ball delivered beyond first named line shall be declared foul.

Rule 5. No ball more than $4\frac{1}{2}$ inches diameter can be used in games.

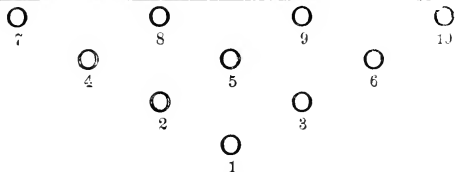
Rule 6. Each player to roll three balls to each frame.

REGULATION ALLEYS**CUSHIONS**

DEPTH OF PIN PIT, 11 INCHES

PIN PITWIDTH OF PIT FROM CUSHION TO END OF ALLEY BED,
2 FEET 10 INCHES.

Depth of Gutter, 21-4 Inches.

Incline from point opposite Pin No. 1
to Pin Pit, 3 1-2 inches. The gutters at
this point must be of square pattern.**GUTTER**The Spots on the Alley shall be 12 inches apart, from
Centre to Centre.— **Width of Alley, 41½ Inches** —**ALLEY
BED**Distance from
foul line to
centre of
head, 63 feet.**FOUL LINE****RUNWAY**Length of Run,
15 feet.**GUTTER** Width of gutter 8¾ to 9
inches.

Length of Alley Bed, about 72 feet. Length of Alley Bed and Floor, after placed in position, about 82 feet.

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No. 166. Low cut, selected leather, extra light and electric soles; men's sizes only.

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Pair, \$2.50

No. 20. Low cut. Otherwise as No. 21 Sewed and turned shoes.

Pair, \$2.00

No. 20L. Women's. Otherwise as No. 20. Sewed and turned shoes.

Pair, \$2.00

No. 155



No. 21



No. 133



Spalding Special Bowling Shoes

No. 133. Best selected drab chrome tanned leather uppers with corrugated rubber soles and flexible shank. A perfect bowling shoe and very satisfactory also for general gymnasium use.

Pair, \$4.50

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Pair, \$3.50

No. 166



No. 66L



No. 90L



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Pair, \$2.00

★ \$21.60 Doz.

No. HHX. Youths', 11 to 2, inclusive. Otherwise same as No. HH.

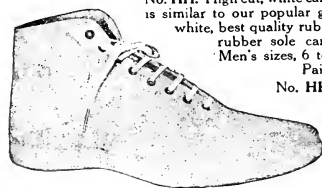
Pair, \$1.80

★ \$19.44 Doz.

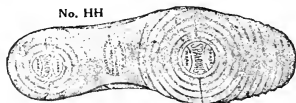
No. H. Men's, same as No. HH, but low cut. Sizes, 6 to 12, inclusive.

Pair, \$2.00

★ \$21.60 Doz.



No. HH



No. HH

No. HB. Boys', 2½ to 5½, inclusive. Otherwise as No. H. Pair, \$1.75 ★ \$18.90 Doz.

No. HX. Youths', 11 to 2, inclusive. Otherwise as No. H. Pair, \$1.60 ★ \$17.28 Doz.

Spalding Canvas Shoes, with Rubber Soles

MEN'S—Sizes, 6 to 12, inclusive.
No. IH. High cut, best quality white rubber soles. Men's of white canvas, women's of black.

Pair, \$1.75 ★ \$18.90 Doz.

No. I. Low cut. Otherwise as No. IH. Pair, \$1.50 ★ \$16.20 Doz.

No. M. High cut. Pr., .90 ★ 9.72 "

No. K. Low cut. " .80 ★ 8.64 "

YOUTHS'—Sizes, 11 to 2, inclusive.
No. IHX. High cut, best quality white rubber soles. Youths' of white canvas, misses' of black.

Pair, \$1.40 ★ \$14.12 Doz.

No. IX. Low cut. Otherwise same as No. IHX. Pair, \$1.25 ★ \$13.50 Doz.

No. MX. High cut. .80 ★ 8.64 "

No. KX. Low cut. .70 ★ 7.56 "

BOYS'—Sizes, 2½ to 5½, inclusive.
No. IHB. High cut, best quality white rubber soles. Boys' of white canvas, girls' of black.

Pair, \$1.60 ★ \$17.28 Doz.

No. IB. Low cut. Otherwise same as No. IHB. Pair, \$1.50 ★ \$16.20 Doz.

No. MS. High cut. Pr., .85 ★ 9.18 "

No. KB. Low cut. " .75 ★ 8.10 "



No. L
Fencing
Shoe

Spalding Clog Shoes

No. 1-0. Goatskin uppers. Especially seasoned wood soles. Pair, \$4.00

Spalding Fencing Shoes

No. L. Drab Glove Leather, red trimmings. Not carried in stock. Specify on order if to be made with or without toe extension sole, and on which shoe. . . . Pair, \$5.00
No. LW. Women's. Otherwise same as No. L. . . . " 5.00



No. 1-0
Clog Shoe

Gymnasium and Acrobatic Shoes

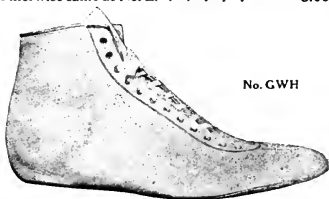
Flexible Soles

No. FS. Special acrobatic shoes. Leather uppers, very high cut, and soft leather soles. . . . Pair, \$3.00

No. FE. Extra high cut, best quality canvas shoes, with leather soles. Made especially for acrobatic work. . . . Pair, \$1.25

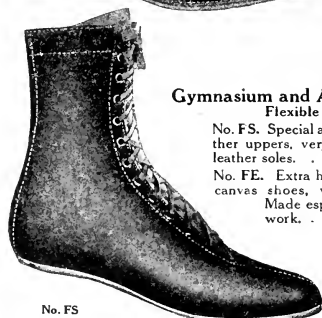
★ \$13.50 Doz.

No. E. Low cut canvas shoes, canvas soles. Pair, 35c.



No. GWH

No. GWH. High cut. Special pearl colored leather. Flexible soles. Well made. . . . Pair, \$1.50
No. GW. Low cut, otherwise as No. GWH. " 1.25



No. FS

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STORES IN ALL LARGE CITIES

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TRADE-MARK

GUARANTEES
QUALITY

SPALDING KNIT ATHLETIC SHIRTS



No. 600. Each, \$1.25

Spalding Sleeveless Shirts

No. 600. Worsted. Carried in stock in Gray, White, Navy Blue, Maroon, and Black. Each, \$1.25 ★ \$13.20 Doz.

No. 6E. Sanitary cotton. Bleached White, Navy Blue, Black, Maroon or Gray. . . . Each, 50c. ★ \$5.40 Doz.

Spalding Quarter Sleeve Shirts

No. 601. Worsted. Carried in stock in Gray, White, Navy Blue, Maroon, Black. Each, \$1.50 ★ \$16.20 Doz.

No. 6F. Sanitary cotton. Bleached White, Navy Blue, Black, Maroon or Gray. Each, 50c. ★ \$5.40 Doz.



No. 600V. Each, \$1.25

No. 600V. Worsted. Sleeveless. V-neck. Supplied on special orders only, any color. . . . Each, \$1.25 ★ \$13.80 Doz.
No. 600NV. Same as No. 600V, but any two colors striping around neck. Special orders only. Each, \$1.50 ★ \$16.20 Doz.
No. 600N. Same as No. 600NV, but round instead of V-neck. Special orders only. . . . Each, \$1.50 ★ \$16.20 Doz.

PRICES SUBJECT TO CHANGE WITHOUT NOTICE.



No. 600S. Each, \$1.50

Spalding Sleeveless Shirts

No. 600S. Worsted, with 6-inch stripe around chest, carried in stock in following combinations of colors: Navy with White stripe, Black with Orange stripe, Maroon with White stripe, Black with Red stripe, Gray with Cardinal stripe. Each, \$1.50 ★ \$16.20 Doz.

No. 6ES. Sanitary cotton, solid color body, with 6-inch stripe around chest, in same combinations of colors as No. 600S. . . . Each, 75c. ★ \$8.10 Doz.

Woven Necklace on Shirts

Nos. 600, 601 or 600S Shirts, on special orders only, with necklace woven of different color to body of shirt, for an extra charge of \$1.00 per garment.



No. 601NV. Each, \$1.75

No. 601NV. Worsted. Quarter sleeves. V-neck. With stripes around neck and sleeves. Supplied on special orders only, one color body, two colors striping (any colors). Each, \$1.75 ★ \$19.20 Doz.
No. 601N. Same as No. 601NV, but round instead of V-neck. Special orders only. . . . Each, \$1.75 ★ \$19.20 Doz.

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SPECIAL ORDERS

All shirts listed on this page we furnish in any colors on special order, at no extra charge. No more than two colors in any striped garment.



No. 600D. Each, \$2.00

Spalding Shirts, with Sash

No. 600D. Worsted, sleeveless, with woven sash of any color. Not carried in stock. . . . Each, \$2.00 ★ \$21.60 Doz.
No. 6WD. Sanitary cotton, sleeveless, with woven sash. Same combinations of colors as No. 600S. Not carried in stock. . . . Each, \$1.25 ★ \$13.50 Doz.

No. 6ED. Sanitary cotton, sleeveless, solid color body, with sash stitched on. Same combinations of colors as No. 600S. . . . Each, 75c. ★ \$8.10 Doz.

Spalding Full Sleeve Shirts

No. 602. Good quality worsted. Solid colors. Special order only. Not carried in stock. . . . Each, \$2.00 ★ \$21.60 Doz.
No. 3D. Cotton. Flannel, White, Black. Each, \$1.00 ★ \$10.80 Doz.



No. 12L. Each, \$2.50

Spalding Leotards

For Gymnasium Use, Wrestling, etc.

No. 12L. Combining athletic shirt and trunks. Good quality worsted. Not carried in stock. Supplied on special orders only in any color. . . . Each, \$2.50

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SPALDING SWEATERS

STOCK SIZES: 28 to 46 inches.

We allow four inches for stretch in all our sweaters and sizes are marked accordingly. It is suggested, however, that for very heavy people a size about two inches larger than coat measurement be ordered to insure a comfortable fit.



Showing Reversible Collar Sweater with collar turned up and buttoned, for automobiling, skiing, training purposes, etc



Showing Reversible Collar Sweater with collar turned down, making neatest form of button front sweater

SPALDING REVERSIBLE COLLAR SWEATERS

No. AWJP. Heaviest weight special quality worsted, with pocket on each side. Each, \$10.00 ★ \$108.00 Doz.

No. WJP. Highest quality special heavy weight worsted, with pocket on each side. Carried in stock also in Heather Mixture, Brown Mixture and Lovat Mixture.

Each, \$8.00 ★ \$84.00 Doz.

No. WJ. Same as No. WJP but without pockets.

Each, \$7.50 ★ \$80.00 Doz.

No. WDJP. High reversible collar. Same style as No. AWJP but lighter weight. Two pockets. Ea., \$6.50 ★ \$67.00 Doz.

No. WDJ. Same as No. WDJP but without pockets.

Each, \$6.00 ★ \$63.00 Doz.

No. BWDJP. Boys' sweater, with pockets. Sizes 26 to 34 inches. Quality and style same as No. WDJP man's sweater

Each, \$5.00 ★ \$51.00 Doz.

No. 2JP. Good quality all wool, Shaker knit, instead of fine worsted. Pearl buttons. Supplied in Gray, Navy Blue, Maroon or Black only. No special orders.

Each, \$5.00 ★ \$51.00 Doz.

Two pockets in either Nos. WJ or WDJP if ordered at time sweater is made, not after, at an extra charge of 50c.

SPALDING RAGLAN SLEEVE SWEATER

No. RSP. Heaviest weight special quality worsted. Pearl buttons. Two pockets. Each, \$10.00 ★ \$108.00 Doz.

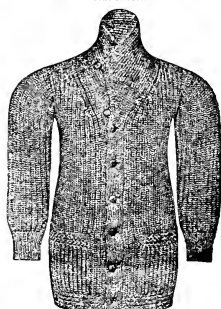
SPALDING JUMBO STITCH SWEATER

No. MJP. Good quality extra heavy worsted in the popular "Jumbo" stitch. Two pockets. Pearl buttons. This style sweater is supplied only in Navy Blue, Maroon or Gray. No special orders. Each, \$6.50 ★ \$67.00 Doz.

Above sweaters are all made with the Spalding reversible style collar as shown in cuts on this page



No. RSP



No. MJP

SPALDING WORSTED COAT SWEATERS

No. VGP. Best quality worsted, heavy weight, pearl buttons. Two pockets. Particularly convenient and popular style for golf players. . . . Each, \$6.50 ★ \$67.00 Doz.

WITHOUT POCKETS

No. VG. Same as No. VGP, but without pockets. Each, \$6.00 ★ \$63.00 Doz.

No. DJ. Fine worsted, standard weight, pearl buttons, fine-knit edging. Similar otherwise to No. VG. Each, \$5.00 ★ \$51.00 Doz.

SPALDING NORFOLK JACKET SWEATER

No. NFP. Highest quality special heavy weight worsted. Norfolk Jacket style, including heavy knitted detachable belt. Special extra high turn down rack collar with tab and button to fasten close in front. Pearl buttons. Each, \$8.00 ★ \$84.00 Doz.

SPECIAL NOTICE—Above sweaters (except No. 2JP and No. MJP) with one color body and another color (not striped) collar and cuffs (in any colors) on special order, at no extra charge.

STOCK COLORS—All Sweaters listed on this page (except No. 2JP and No. MJP) carried in stock in GRAY, WHITE, NAVY BLUE, MAROON, CARDINAL, PURPLE, OLD GOLD.

SPECIAL ORDERS—In addition to stock colors mentioned we supply these sweaters (except No. 2JP and No. MJP) in any other color, on special order, at no extra charge. N. B.—Three different shades are sometimes called RED. They are Scarlet, Cardinal, Maroon. Where RED is specified on order we supply Cardinal.

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No. VGP

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SPALDING SWEATERS

STOCK SIZES. 28 to 46 inches chest. We allow four inches for stretch in all our sweaters, and sizes are marked accordingly. It is suggested, however, that for very heavy men, a size about two inches larger than coat measurement be ordered to insure a comfortable fit.

SPALDING SPECIAL TRAINING SWEATERS

No. AA. Heaviest sweater made. 9-inch roll collar; extra long and full. Body, arms and neck put together by hand, not simply stitched up on a machine, as are the majority of garments sold as regular made goods. Each, \$8.00 ★ \$86.40 Doz.

No. A. Special weight, lighter than No. AA, but quality and general make up identical otherwise. Each, \$6.00 ★ \$66.00 Doz.

No. B. Heavy weight, but lighter than No. A. Identical otherwise. Each, \$5.00 ★ \$54.00 Doz.

Shaker Knit Roll Collar Sweater

No. 3. Good quality all wool sweater, shaker knit, well made throughout. Sizes 30 to 46 inches. Standard weight, lighter than No. B. Roll collar. Carried in stock in Gray, Navy, Black, and Maroon. No special orders. Each, \$4.00 ★ \$45.00 Doz.



No. AA

SPALDING VEST COLLAR AND RING NECK SWEATERS

For outdoor sports and general wear. Worn with or without regular coat.

No. BG. Vest collar style. Best quality worsted. Good weight. No buttons. Each, \$5.50 ★ \$60.00 Doz.

No. B-OB. Ring neck style. Best quality worsted. Good weight. No buttons. Each, \$5.00 ★ \$54.00 Doz.

STOCK COLORS—We carry in stock Nos. AA, A, B, BG, and B-OB in Gray, White, Navy, Maroon, Cardinal, Purple, and Old Gold. Supplied in any other color, on special orders, at no extra charge.

N. B.—Three shades are sometimes called RED. They are Scarlet, Cardinal, and Maroon. Where RED is specified on order, we supply Cardinal.

SPECIAL NOTICE—Solid color sweaters, with one color body and another color (not striped) collar and cuffs furnished in any of the colors noted, on special order, at no extra charge.



No. BG



No. B-OB

SPALDING FANCY TRIM ROUND AND "V" NECK SWEATERS

Attractive for skating and all winter sports

No. FS8. Fine quality standard weight worsted. Round neck with special pattern trimming around neck, skirt and cuffs. See special note regarding colors supplied. Ea. \$6.00 ★ \$63.00 Doz.

No. FS5. Fine quality standard weight worsted. V-neck, special pattern trimming around neck, across shoulders and around skirt and cuffs. Each, \$6.00 ★ \$63.00 Doz.

Two Pockets in either Nos. BG, B-OB, FS8 or FS5 sweaters, if ordered at time sweater is made, not after, at an extra charge of 50c.

ANGORA WOOL JACKET SWEATERS

No. NPJ. This soft texture Angora wool which we have had made into a worsted, enables us to knit in the same stitch we use in our regular athletic sweaters, a warmer, easier fitting, neater looking garment for ladies' wear than it is possible to turn out with regular worsted. We cannot supply this special Angora wool sweater in any but an exclusive shade of Dark Gray, quite different from the regular or silver gray supplied in our athletic sweaters. Pearl buttons. Two pockets. Ea. \$7.50

No. BEJ. Although this garment has the brushed effect surface, the texture and general make up is different, as it is intended for an athletic garment and is especially suitable for golf wear. The special heather mixtures, of which a range of five different colorings are furnished, are unusual in sweater manufacture in this country. Pockets are lined. Each, \$6.00

SPECIAL FRENCH STITCH SWEATER

No. HUGP. Fine quality standard weight worsted knitted in special French stitch. Two pockets. Pearl buttons. Furnished in Gray, Green, Brown, Purple Mixture, and Maroon. Each, \$7.50 ★ \$80.00 Doz.



No. FS8



No. FS5

COLORS SUPPLIED in either Nos. FS8 or FS5 Sweaters: Gray with Brown and Cardinal; Black with White and Brown; Black with Gray and Cardinal; Green with Cardinal; Purple with White; Black with Orange; Royal Blue with White; Black with Light Green and White; Green with Cardinal; Black with Scarlet; Maroon with White; Black with Old Gold and Scarlet; Brown with Green; Black with White; Black with Heather Mixture; Cardinal with White. NO SPECIAL ORDERS

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TRADE-MARK

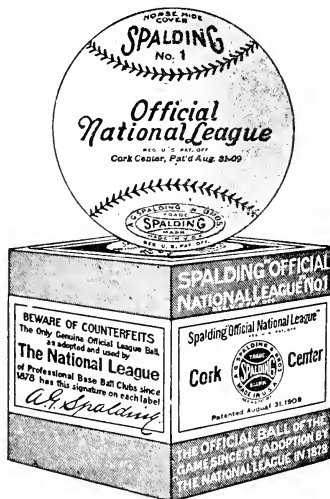
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The Spalding "Official National League" Ball

REG. U. S. PAT. OFF.

PATENT CORK CENTER

PATENTED AUGUST 31, 1909



Adopted by The National League in 1878 and is the only ball used in Championship games since that time and, as made now with Patent Cork Center, has been adopted for twenty years more, making a total adoption of fifty-four years.



This ball has the SPALDING "PATENT" CORK CENTER, the same as used since August 1, 1910, without change in size of cork or construction. Same ball exactly as used in World Series Games of 1910, 1911, 1912 and 1913.

No. 1 { Each, - - \$1.25
Per Dozen, \$15.00

Each ball wrapped in tinfoil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

THE SPALDING "OFFICIAL NATIONAL LEAGUE" BALL
HAS BEEN THE OFFICIAL BALL OF THE
GAME SINCE 1878

Spalding Complete Catalogue of Athletic Goods Mailed Free.

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SPALDING NEW ATHLETIC GOODS CATALOGUE

The following selection of items from Spalding's latest Catalogue will give an idea of the great variety of ATHLETIC GOODS manufactured by A. G. SPALDING & BROS. SEND FOR A FREE COPY.

SEE LIST OF SPALDING STORE ADDRESSES ON INSIDE FRONT COVER OF THIS BOOK

- | | | | | |
|---|--|--|--|--|
| <p>Ankle Supporter
Athletic Library
Attachments.
Chest Weight</p> <p>Bags—
Caddy
Striking
Slate
Balls—
Base
Basket
Field Hockey
Foot, College
Foot, Rugby
Foot, Soccer
Golf
Hand
Hurley
Indoor Base
Lacrosse
Medicine
Playground
Polo, Roller
Polo, Water
Push
Squash
Volley
Ball Cleaner, Golf
Bandages, Elastic
Bar Balls
Bar Stalls
Bars—
Horizontal
Parallel
Bases—
Indoor
Batons, for Relay Races
Bats—
Indoor
Belts—
Leather and Worsted
Wrestling
Bladders—
Basket Ball
Fighting Dummy
Foot Ball
Fencing Bag
Blades, Fencing
Blankets, Foot Ball</p> <p>Caddy Badges
Caps—
Lacrosse
Outing
Skull
University
Water Polo
Chest Weights
Circle, Seven-Foot
Clock Golf
Collarete, Knitted
Corks, Running
Cross Bars, Vaulting</p> <p>Discs—
Marking, Golf
Discus, Olympic
Disks, Striking Bag
Dumb Bells</p> | <p>Emblems
Embroidery
Exercisers—
Elastic
Home</p> <p>Felt Letters
Fencing Sticks
Fighting Dummies
Finger Protection, Hockey
Flags—
College
Marking, Golf
Foils, Fencing
Foot Balls—
Association
College
Rugby
Foot Ball Clothing
Foot Ball Goal Nets
Foot Ball Turner</p> <p>Gloves—
Boxing
Fencing
Foot Ball
Golf
Hand Ball
Hockey, Field
Hockey, Ice
Lacrosse</p> <p>Goals—
Basket Ball
Foot Ball
Hockey, Field
Hockey, Ice
Lacrosse</p> <p>Golf Clubs
Golf Counters
Golf Sundries
Golfette</p> <p>Grips—
Athletic
Golf
Gymnasium, Home
Gymnasium Board, Home</p> <p>Hazmers, Athletic
Hangers for Dumb Bells
Hangers for Indian Clubs
Hats, University
Head Harness
Health Pull
Hob Nails
Hockey Pucks
Hockey Sticks, Ice
Hockey Sticks, Field
Holder, Basket Ball
Hole Cutter, Golf
Hole Rim, Golf
Horse, Vaulting
Hurdles, Safety
Hurley Sticks</p> <p>Indian Clubs
Initiators—
Foot Ball
Striking Bag</p> | <p>Jackets—
Fencing
Foot Ball
Javelina
Jerseys
Knee Protectors
Knickerbockers, Foot Ball
Lace, Foot Ball
Lacrosse Goods
Ladies—
Fencing Goods
Field Hockey Goods
Gymnasium Shoes
Gymnasium Suits
Skates, Ice
Skates, Roller
Skating Shoes
Snow Shoes
Laneys for Sprints
Leg Guards—
Foot Ball
Ice Hockey
Leopards
Letters—
Embroidered
Felt
Masks—
Fencing
Nose
Masseur, Abdominal
Mattresses, Gymnasium
Megaphones
Mits—
Base Ball
Striking Bag
Moccasins
Monograms
Mouthpiece, Foot Ball
Mufflers
Nets—
Needle, Lacing
Basket Ball
Golf Driving
Volley Ball
Newcomb
Numbers, Competitors'
Pads—
Foot Ball
Ice Hockey
Wrestling
Paint, Golf
Pants—
Basket Ball
Boys' Knee
Foot Ball, College
Foot Ball, Rugby
Hockey, Ice
Ruttim
Parachute Golf Ball
Pennants, College
Plastrons, Fencing
Plates—
Teening, Golf
Plastrons, Striking Bag
Poles—
Ski
Vaulting</p> | <p>Polo, Roller, Goods
Protectors—
Abdomen
Eyeglass
Finger, Field Hockey
Indoor Base Ball
Knee
Thumb, Basket Ball
Pucks, Hockey, Ice
Push Ball
Pushers, Chamois</p> <p>Quits</p> <p>Racks, Golf Ball
Racquet, Squash
Rapier, Fencing
Referees' Whistle
Rings—
Exercising
Swinging
Rowing Machines</p> <p>Sacks, for Sack Racing
Sandals, Snow Shoe
Sandow Dumb Bells
Scabbards, Skate
Score Books—
Basket Ball
Ice Hockey
Shin Guards—
Association
College
Field Hockey
Ice Hockey</p> <p>Shirts—
Athletic
Rubber, Reducing
Soccer</p> <p>Shoes—
Acrobatic
Basket Ball
Bowling
Clog
Fencing
Field Hockey
Foot Ball, College
Foot Ball, Rugby
Foot Ball, Soccer</p> <p>Shoes—
Golf
Gymnasium
Jumping
Running
Skating
Snow
Squash
Street
Tramping
Walking
Shot—
Athletic
Indoor
Massage
Skates—
Ice
Roller</p> | <p>Skate Bag
Skate Keys
Skate Rollers
Skate Straps
Skate Sundries
Ski
Snow Shoes
Sports Coats
Sprint Lanes
Squash Goods
Standards—
Vaulting
Volley Ball</p> <p>Straps—
For Three-Legged Race
Skate
Sticks, Roller Polo
Stockings
Stop Boards
Striking Bags
Suits—
Base Ball, Ladies'
Gymnasium, Indoor
Soccer
Swimming
Water Polo
Supporters—
Ankle
Wrist
Suspensories
Sweaters
Swivels, Striking Bag
Swords—
Fencing
Dueling
Tackling Machine
Take-Off Board
Tape, Measuring, Steel
Tees, Golf
Tennis Posts, Indoor
Tights—
Full
Full, Wrestling
Hockey
Knee
Toboggans
Toboggan Cushions
Toe Boards
Toques
Trapeze, Adjustable
Trapeze, Single
Trousers—
Y. M. C. A.
Foot Ball
Trunks—
Velvet
Worsted
Tug of War
Umbrella, Golf
Uniforms, Base Ball Indoor
Wands, Calisthenic
Washer, Golf Ball
Watches, Stop
Weights, 56-lb.
Whistles
Wrestling Equipment
Wrist Machines
Women's Sports Shirts</p> |
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Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 15 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

First.—The user is assured of genuine Official Standard Athletic Goods.

Second.—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is the "Spalding Policy," which has already been in successful operation for the past 15 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding.*
PRESIDENT.

Standard Quality

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is guaranteed by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" and "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality" for thirty-eight years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods is therefore as precious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence by insisting that our Trade-Mark be plainly stamped on all athletic goods before they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffective.

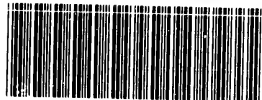
Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and encouraged by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more universal than poverty in quality—and we avoid this quicksand by Standard Quality.

A. G. Spalding & Bros.

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